JULIAN MERCER

IOS DEVELOPER

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PROFESSIONAL SUMMARY

iOS Developer with 6+ years building consumer and fintech apps in Swift and SwiftUI. Ships polished, accessible features, keeps crash rates and launch times low, and works closely with designers, backend engineers, and QA to release reliably every two weeks.

CORE SKILLS

Swift | SwiftUI | UIKit | Objective-C | Combine | Core Data | XCTest | Swift Package Manager | Fastlane | Xcode Instruments | REST and GraphQL APIs | MVVM architecture | Accessibility | App Store release | Git and CI

PROFESSIONAL EXPERIENCE

Senior iOS Engineer Feb 2022 - Present
Airbnb, San Francisco, CA

- Rebuilt the trip-planning flow in SwiftUI with a modular architecture, cutting screen load time from 1.8 seconds to 1.1 seconds on mid-range devices.
- Raised crash-free sessions from 99.3% to 99.8% after triaging the top ten crash clusters and adding defensive handling for nil states and background transitions.
- Introduced snapshot tests and a Swift Package structure that shortened local build time by about 35% and gave eight engineers clearer module ownership.
- Partnered with designers and accessibility specialists to add VoiceOver labels and Dynamic Type support, lifting the accessibility audit score from 78 to 94 across core screens.
- Mentored three engineers through code review and pairing, and two of them took ownership of their own feature areas within six months.

iOS Developer Jun 2019 - Jan 2022
Square, San Francisco, CA

- Developed payment-entry and receipt screens in Swift and UIKit used by merchants, reducing support tickets about checkout errors by roughly 22% over two quarters.
- Migrated a legacy Objective-C settings module to Swift with unit coverage, raising module test coverage from 35% to 80% without a single release regression.
- Automated TestFlight builds and App Store submission checks with Fastlane, trimming release preparation from two days to half a day.
- Added offline caching with Core Data so merchants could view recent sales without a connection, which improved the app rating from 4.4 to 4.6.

Junior iOS Developer Aug 2017 - May 2019
Lyft, San Francisco, CA

- Built rider profile and ride history screens with Auto Layout and MVVM, delivering them on schedule across three sprints with QA reporting few defects.
- Instrumented key funnels with analytics events and a dashboard review, helping the team find a signup step where 9% of users dropped off and fix it.
- Fixed 60 backlog bugs involving keyboard handling, rotation, and push notification deep links while learning the release process from senior engineers.

EDUCATION

B.S. in Computer Science, University of California, San Diego, San Diego, CA

CERTIFICATIONS

Apple Developer Program Member | AWS Certified Cloud Practitioner