Alex Perez

iOS Software Engineer • San Francisco, CA
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Experience

Busly   San Francisco, CA
Founder   Nov 2022 - Present
- o   Created iOS transit app showing live bus/train locations & arrival times for 15+ major cities
- o   Deployed Node.js backend server leveraging AWS Lambda, S3, & CloudFront to send latest routes, stops, & fares via Protobuf REST API, as well as real-time vehicles & arrival times via WebSocket
- o   Implemented feature flagging functionality for toggling iOS app features remotely and reverting changes causing regression in app metrics

Uber Technologies, Inc.   San Francisco, CA
Senior Software Engineer   Sep 2021 - Aug 2022
- o   Regular top 3 contributor to iOS codebase (by commit count) out of 200+ iOS engineers
- o   Architected & implemented new server-driven Account tab currently used in Uber Rider & Eats apps and directly supported 15+ partner teams with integrating their features in the new UI
- o   Drove cross team effort to create library of 10+ generic, reusable server-driven UI components, enabling feature teams to build and iterate UI variants without having to ship a new app version
- o   Responsible for architecture, implementation, analytics, and monitoring of projects to modernize the Uber Rider app homescreen and showcase additional product offerings beyond just Rides & Eats
- o   Tech lead for most used in-app tool used daily by hundreds of mobile engineers and employees to toggle feature flags, override location, switch localizations, select app theme, reset data, etc.

Software Engineer II   Sep 2018 - Aug 2021
- o   Architected core rider & driver experience for Uber Shuttle, including custom request flow, map route lines, homescreen entry point, shuttle timetables, and displaying prices
- o   Developed solution to ensure Uber Shuttle drivers maintained even spacing along a route, drastically reducing instances of riders failing to be matched with a driver
- o   Devised process and test cases for QA partner team to ensure my team's features worked as expected after every weekly build cut, leading to 20+ bugs caught & mitigated prior to prod release
- o   Reviewed pull requests as part of Rider Core iOS review, ensuring changes to the Uber Rider app's core components met engineering standards (1000+ total reviews over 2 years)

Software Engineer I   Aug 2017 - Aug 2018
- o   Implemented ability for drivers to rate passengers after trips as part of Swift rewrite of Uber Driver app

Apple, Inc.   Cupertino, CA
Interactive Media Group Intern   Summer 2014 & 2015
- o   Designed and created an internal iOS, iPadOS application for testing video livestreams using AVKit

Portfolio

Busly | iOS transit app showing live map & arrival times across 15+ major cities | https://busly.app
SF Muni Buses | iOS, iPadOS, watchOS bus tracker with 100,000+ downloads | https://apple.co/3vMH9Bb
Georgia Tech | Official campus app for Georgia Tech with News, Places, Events | https://apple.co/492Oefa

Education

Georgia Institute of Technology, College of Computing   Atlanta, GA
Bachelor of Science in Computer Science   Aug 2013 - May 2017

Skills

Swift, Objective-C, Python, Javascript