

SAWYER VAUGHAN

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SUMMARY

I am a superstar engineer who loves building user-focused products and an excellent problem solver. I have extensive iOS development experience in Swift, SwiftUI, Objective-C, and UIKit, but I am also an avid learner with proficiency in a variety of languages and frameworks.

SKILLS

LANGUAGES: **Swift**, **Objective-C**, **TypeScript**, Kotlin, Java, Dart

FRAMEWORKS: **iOS**, React, Android, Flutter

EMPLOYMENT

Google

Senior Software Engineer · Aug. 2018 to Jan. 2023 · iOS at Google

- Hired as the first individual contributor of the newly formed iOS at Google team, responsible for coordinating across organizations to deliver an improved iOS platform experience across Google's portfolio of apps
- Assumed team lead and manager responsibilities from Sept. 2022 onward
- Designed and implemented internal first-party libraries and APIs, prioritizing ease of integration and safety. These libraries are integrated into dozens of Google applications supporting Widgets, Siri Shortcuts, Handoff, Face ID, and more
- Collaborated with teams across Google to achieve design, implementation, and launch approval. Personally implemented widgets for Google Maps, Face ID protection for Google Drive, Siri Shortcuts integration with Google Translate, and more
- Coordinated company-wide response to Apple's WWDC, launching 16 integrations of brand new iOS features within a month of the iOS 14 and 16 launches
- Built the YouTube Music app for Apple Watch in Swift and SwiftUI, which required achieving YouTube SVP-level agreement and modification of YouTube's policies and was the first SwiftUI app launched at Google
- Was selected for the panel of iOS experts at Google's internal Mobile Week conference and answered questions on Objective-C vs. Swift tradeoffs, iOS strategy, and Apple relations
- Created and maintained the team's build infrastructure, continuous integration (CI) and continuous deployment (CD)

Software Engineer · July 2017 to Aug. 2018 · Google Drive iOS

- Was selected for the three-member subteam working on re-architecting the app, re-designing the UI and navigation, and implementing "next-gen" features. Independently implemented the Workspaces feature, and contributed substantially to the Priority feature and the Google Material redesign of the app

EDUCATION

Olin College of Engineering · 2017

Bachelor of Science in Electrical and Computer Engineering

PROJECTS

Bloom

- Sole technical co-founder of business venture to create video-based digital restaurant menus
- Assessed cloud offerings and built video uploading, transcoding, and serving pipeline, considering costs and user experience tradeoffs
- Built backend and frontend using TypeScript, React, and Express

Boolio

- Sole iOS engineer for social questions app venture, programmed in Swift and deployed to the App Store