

Ethan Pippin

ethanpippin2343@gmail.com

ethanpippin.com  LePips  Ethan Pippin

Experience

ASSOCIATE SOFTWARE ENGINEER

2021 - CURRENT

Ivanti

- Developing for the Velocity suite of supplychain products for Windows, Android, and iOS with Xamarin and .NET.
- Supervised mentorship for summer interns, offering guidance on project objectives, code quality standards, and adherence to team objectives.
- Migrated the CICD build system from Jenkins to Azure Devops Pipelines, enabling continuous build status and binary surfacing for development and product managers to ship test builds to customers.

IOS DEVELOPER

2019 - 2020

WeWork

- Developed a new version of LobbyConnect from conception to its App Store release within a year. Significantly influenced the application's technical architecture, design, and user experience.
- Established a cross-country team for the LobbyConnect enterprise visitor management application, resulting in expedited development and a notable increase in customer and manager satisfaction.
- Collaborated with the team designer to shape WeWork's mobile design guidelines, which are grounded in WeWork's branding principles.
- Participated in developer conferences to enhance teamwork, foster networking, and acquire technical knowledge.

JUNIOR IOS DEVELOPER

2017 - 2019

Teem

- Developed and maintained Teem's iOS workspace solutions, including Eventboard, LobbyConnect, and Teem Mobile.
- Implemented the CICD build system utilizing CircleCI, surfacing build status to enable continuous development.

IOS DEVELOPER, PROJECT LEAD

2021 - CURRENT

Swiftfin, The Jellyfin Project, GitHub

- Actively developing the open source iOS and tvOS Swiftfin application for the Jellyfin media server, constructed entirely in SwiftUI. This application has been acclaimed for an attractive user experience and smooth media playback.
- Building and contributing to various open source projects spanning OpenAPI SDK generators, data structures and algorithms, SwiftUI and UIKit components, and VLC and mpv media players.
- Aiding open source contributors by performing code reviews and managing user reported issues and feature requests.
- Utilizing GitHub Actions to automate application distribution to TestFlight and the App Store.

UTAH IOS & MAC GROUP, SWIFT EVOLUTION

CURRENT

Community

- Attending meetings with local Utah developers to foster networking and gain educational opportunities.
- Delivered presentations on various iOS development topics, enhancing community knowledge and collaboration.
- Actively participating in the evolution of the Swift programming language.

Education and Volunteering

BACHELOR OF COMPUTER SCIENCE

2022

University of Utah

- Minor in Mathematics
- Honors College

VOLUNTEER PUPPY RAISER

2020-2021

Guide Dogs for the Blind

- Raised and trained member puppies behaviors to be future successful guide dogs for the visually impaired.

Skills

- **Languages:** Swift, Python, C#, cpp
- **Technologies:** SwiftUI, UIKit, Swift Concurrency, Combine, Docker, Django, numpy, Tensorflow, Jupyter, .NET, Xamarin
- **Interests:** compilers, machine learning, deep learning, algorithm development, natural language processing, API design, financial mathematics