

# Peter Kos

iOS Engineer II seattle/remote

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## professional

### WillowTree | Platform Software Engineer | Present

Clients include Fox Sports, Fortune-50 Carrier, Telus, Empathable  
Code

- Shipped for '22 World Cup, '23 Super Bowl
  - Redesigned Stories, Super Bowl livestream kickoff, miniplayer layout
- Led cross-platform integration of design system SDK
- Rearchitected feature module for resiliency from GraphQL backend
- MVVM / Composable architecture

Delivery

- Impacted >5 million users
- Owned medium to large features from concept to delivery
- Owned CI pipelines (GitHub/GitLab runners)
- Increased team throughput by 5x in build optimizations
- Implemented to the WCAG AA accessibility standard
  - @FocusState, cognitive usability, color contrast, dynamic type

Leadership

- Mentored interns, engineers, test engineers
- Led company-wide iOS learning sessions
- Led program-wide platform syncs on largest client engagement

### WHOOOP | iOS Engineer Co-Op | 2021 Jan-Jun

- Developed features for Sleep tracking & Smart Alarm
- Owned the iOS Widget (optimized refreshes, logging, networking)
- Fixed critical bugs (>50k users)
  - Correctly flush database+cache on account switch
  - Eliminate race conditions when loading sleep analysis
- Notably used: Combine, MVVM, Obj-C, CoreData, dSYMs, LLDB
- Gave regular presentations on iOS release strategy, testability

### Tomorrow Ideas | Backend Intern | 2018 Jun-Aug

- Extended the mobile REST API to handle localized app data
- Internal dashboard, unit tests, database schemas
- PHP, Laravel, Vue.js

## education

### Rochester Inst. of Technology

b.s. computer science, 3.3

- codeRIT, BrickHack, Society for Software Engineers, RIT Singers
- Notable courses: Distributed Algorithms, Programming Skills in Rust, Graphics Programming, Interactive Music (VR)

### University of Washington ← transferred

b.s. computer science, 3.3

b.m. music composition, 3.9

- DubsTech, UW Chorale, Film Club
- Notable courses: Interactive Programming, Human Centered Design

## skills

### proficient

- Swift, SwiftUI, XCTest, Swift Package Manager
- CI/CD, Agile, Xcode, Git, Figma

### familiar

- UIKit, XCTest, WidgetKit, CoreBluetooth
- fastlane, xcodegen, cocoapods
- Objective-C, Rust

## projects

### Cabinette

macOS app for organizing music discography, built for composers/producers: [cabinette.app](#)

- Shipping TestFlight Beta
- Swift Data

### BrickHack

- iOS app for BrickHack 6, shipped to App Store
  - 600+ attendees could view live schedule, event resources
- Led development on a fully responsive event website. 10k+/mo unique visitors.

### peterkos.me blog

- "Value-oriented testing"
- "Const Generics in Rust"
  - >1.5k views, front page on HackerNews

### open source

- swift package manager
  - [merged fixes](#) for cross-compiling dependency checking
  - adds support for building iOS outside of Xcode
- firefox iOS
  - [merged fixes](#) for accessibility contrast bugs
- homebrew
  - [brew.sh](#) mobile website