/* Lonnie Gerol */

Seeking a **full-time position** as a **Software Engineer**.

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Education

Rochester Institute of Technology 📅 August 2019 – May 2024
B.S. Computer Science (3.6 GPA)

Skills

- **Languages:** Swift, Objective-C, Kotlin, Python, Java, TypeScript, JavaScript, C, Bash, HTML/CSS.
- **Skills:** SwiftUI & UIKit, MVVM and MVC design patterns, Flask & Django, React, Docker, Linux (Arch, Fedora, Ubuntu), OpenShift/OKD, Kubernetes, Firebase, Fastlane, SQL, Svelte, Server Side Rendering, Git.

Work Experience

WillowTree · 📅 May 2023 – August 2023
Mobile Engineering Intern
- Implemented user-facing features for the flagship app of a major United States mobile carrier in a primarily **Swift** and **SwiftUI** codebase that utilized the **MVVM design pattern**.
- Contributed to a **comprehensive test suite** by writing new tests and updating existing tests as the codebase evolved, ensuring users have a bug-free and consistent experience.
- Mentored other interns on iOS development best practices.

Bryx · 📅 December 2021 – August 2022
iOS Engineering Intern App Store
- Designed, implemented, and shipped new features, like allowing users to upload custom alert tones for notifications.
- Led a multi-faceted modernization effort for the Bryx Mobile iOS app. This included updating the UI to be consistent with modern platform standards, migrating from **CocoaPods** to **Swift Package Manager**, and adopting modern APIs like **SwiftUI** and language features like **async / await** and **structured concurrency**.
- Adopted **Tuist**, making it significantly easier for new engineers to get the codebase up and running.
- Improved the Bryx 911 **CI/CD pipeline**, drastically reducing the time and work needed to submit TestFlight and App Store submissions.

Apple · 📅 May 2021 – August 2021
Software Engineering Intern
- Worked on a team that was in charge of the tvOS Home Screen and Control Center and participated in prototyping, design, and development work for a future version of tvOS.
- Worked in both new and mature **Swift** and **Objective-C** codebases.
- Gained experience navigating and contributing to large, legacy codebases.

Bio Behavioral Therapeutics · · · · · · · · · · · · · · 📅 May 2020 – October 2020
Freelance Mobile Developer App Store Google Play
- Designed and programmed iOS and Android apps written in **Swift** and **Kotlin** that allow Patients and Practitioners to communicate with their provider and perform common tasks like submitting refill requests.
- Backend and authentication implemented using **Firebase Authentication** and **Firebase Firestore**.

Projects

Relog App Store
- An iOS app that lets users log when they last did things that matter to them. Has Shortcuts integration, Widgets, and iCloud sync.