

12 years Lead Software Engineer, passionately designing & making great products for Apple platforms


✉ Hire@KyLeggiero.me


📅 Schedule a call at KyLeggiero.me/Scheduling

Employment



Realtor.com (2022 – 2023)  Real Estate
Staff Software Engineer
Lead transition to SwiftUI. Guided removal of core components.
Cross-team leadership to ensure clear sync & quality product. Drove changes to product, process, & team.
Worked with UI/UX to finalize & implement full redesign. Documented & encoded the design system.



Yes Health (2021 – 2022)  Healthcare
Lead Software Engineer
Engineered multiplat health products. Converted ObjC codebase to SwiftUI. Enhanced diversity & inclusion.
Implemented department-wide processes & best practices, version control, documentation system, etc.
Worked with UI/UX team to redesign & rebrand products.



PKWare (2020 – 2021)  InfoSec
Senior Software Engineer
Worked on personal file encryption software for macOS and iOS, as well as internal libraries to support these.
Completely redesigned the iOS app from the ground up to focus on core competencies, improve accessibility, and optimize flow.



IONIC Security (2017 – 2019)  InfoSec
Software Engineer III
Engineered macOS user-facing encryption & access software. Collaborated on company-wide software platform for macOS, Android, Windows, and iOS.
Worked with UI/UX to hone design of multiple company products, including graphics, animations, user flows, and overall experience.










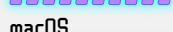









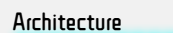
Renewed Vision (2016 – 2017)  Entertainment
macOS Software Engineer
Built industry-leading professional presentation software for macOS. Collaboratively created software platforms with open-source & proprietary tech: advanced auto font scaling, inspector, & animated grid item selector.
Designed dozens of icons & other graphics, user flows, interface approaches, animations, and more.



NCR — Small & Medium Business (2015 – 2016)  Fintech
Mobile Software Engineer
Built state-of-the-art point-of-sale software for iOS & Android. Implemented headlining features such as 64-bit support, EMV payments, scale-weighting of items, & future orders, including any hardware drivers necessary for these.
Worked alongside UI design team to revamp the system's look-and-feel.

For my tenure at RR Donnelley, the University System of Georgia, and more, see <https://Resume.KyLeggiero.me/More>

Tech Specs






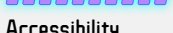

Swift 	iOS 	Infosec 
Kotlin 	SwiftUI 	Accessibility + DEI 
UI/UX 	macOS 	Team Leadership 
Optimization 	Android 	Open-Source 
Maintainability 	Backend APIs 	Architecture 
Learning New Skills 	Frameworks / SDKs 	Agile 

Education



Columbus State University (2014)
Bachelor of Science in Computer Science

Design

UI/UX 	Sketch 	Print Design 
Custom Controls 	Figma 	Iconography 
Accessibility 		Branding 

<https://KyLeggiero.me>

👉 That website is always up-to-date and includes a web version of this résumé, a portfolio, scheduling, contact info, and profile/social links

