

Staff Software Engineer with a passion for designing & making great products for Apple platforms

✉ Hire@KyLeggiero.me

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## Employment



Realtor.com (2022 – 2023)



Staff Software Engineer

Lead transition to SwiftUI. Guided removal of core components.

Collaborated cross-team 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)



Senior 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)

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)

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)

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)

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 ██████████  
Kotlin ██████████  
HTML5 ██████████  
CSS 2022 ██████████  
Sass / SCSS ██████████  
Learning New Skills ██████████

iOS ██████████  
SwiftUI ██████████  
macOS ██████████  
Android ██████████  
JVM ██████████  
Frameworks / SDKs ██████████

App-Level Security ██████████  
Multithreading ██████████  
Git ██████████  
Open-Source ██████████  
Architecture ██████████  
Agile ██████████

## Education



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

## Design

UI/UX ██████████  
Custom Controls ██████████  
Web Design ██████████

Sketch ██████████  
Figma ██████████

Print Design ██████████  
Iconography ██████████  
Logo Design ██████████

<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

