

# Ky Leggiero

Denver area, Colorado

✉ Email: [Hire@KyLeggiero.me](mailto:Hire@KyLeggiero.me)

📞 Call: <https://KyLeggiero.me/Call>

**Lead Software Engineer with over 19 years' experience**, currently specializing in **Swift**-based **iOS/macOS/Apple application & framework** leading, creating, maintaining, & migrating across multiple teams, departments, & disciplines. Experience in porting applications to new platforms. Skilled with **UI/UX engineering** as well, including flow design, accessibility, icons, interactive animations, user interface, layout, and more.

## Summary & Skills

- **Expert in Swift** programming language: **structured concurrency** and unstructured, SwiftUI, composability, Swift package manager, copy-on-write, values & references, type theory, and more. Published **50+ FOSS Swift packages**.
- **UI design implementation** using code, SwiftUI, Storyboards, NIB/XIB files, XML, Compose, and more. Layout for adjustable windows/pages/screens across device sizes.
- Deep understanding of modern **architecture patterns** and principles including Composable, Reactive, FP, CUPID, OOP with SOLID, MVVM, MVP, MVC, and more.
- Coding with **Swift**, Kotlin, Objective-C, Rust, RESTful APIs, UI/UX designs, various frameworks including **SwiftUI**, UIKit, Core Data, AVFoundation, EventKit, AddressBook and CoreLocation.
  - Familiar with **learning new languages**, platforms, & frameworks within a sprint.
  - Experienced with LLM integration and AI-assisted development workflows
- **Testing & bug fixing** using TDD and test suites including XCTest, SwiftTest, AndroidX, NSLog & OSLog, Breakpoints, LLDB statements, and Instruments. Works with QA/QE to tighten test/release cycle. Experienced talking with customers & using results of **UATs**.
- Experienced in **parsing** including XML, JSON, CSV, data streams, and many others.
- Integrated many services, including but not limited to:
  - Adobe Analytics, Google Analytics, Firebase, Crashlytics, and more
  - Auth0, OAuth, GraphQL, AuthKit
  - Biometrics (Face ID/Touch ID/etc.)
  - Apple's Push Notifications Service
  - Proprietary APIs
  - Apollo Client for GraphQL queries
  - Direct webservice connections using URLSessionDataTask, sockets, SSL, TLS, DHKE, HTTP, TCP, UDP, and more
- Cross-functional communication & stakeholder management
- Organizational structure navigation to drive multi-department technical initiatives
- Shipping **quality software** on-time & **under-budget** 
- **Full product lifecycle engineer** well-versed in CI/CD processes with services like Bitrise, GitHub Actions, ADO, Jenkins, CircleCI, Bitbucket Pipelines, and more.
- **Git** repositories & versioning in GitHub (standard, Enterprise Cloud, Enterprise Server), GitLab, Bitbucket, and more. Using Git FLOW, One Flow, monorepo, submodules, and more.
- Incorporates data storage with SQLite, Core Data databases, **Object Storage, AWS**, GraphQL, direct filesystem storage, and more.

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## Employment

|   |   |               |
|---|---|---------------|
| <b>Major League Baseball (2024 - 2026) Senior Software Engineer</b>   |   | Entertainment |
| <b>MLB</b> for iOS/iPadOS/watchOS/tvOS  | <ul style="list-style-type: none"><li>Led <b>company-wide migration</b> to Swift structured concurrency, boosting performance &amp; maintainability, reducing concurrency crashes by <b>95%</b>.</li><li>Augmented <b>cross-platform layer</b> to enable unified codebase serving <b>universal apps</b> for iOS, watchOS, iPadOS, &amp; tvOS</li><li>Executed <b>precision migration</b> of industry-scale codebase, preserving <u>all</u> business logic: <b>zero-downtime transition</b> with minimal learning curves.</li><li>Retooled legacy components for better integration, <b>reducing technical debt</b> while maintaining backward compatibility</li><li>Developed migration roadmap &amp; technical documentation, enabling <b>100+ engineers</b> to adopt Swift concurrency patterns</li></ul> |               |
| Swift, SwiftUI, async/await, universal apps, iOS, iPadOS, watchOS, tvOS, migration, Git, monorepo, agile, Jira, cross-team leadership, mentorship, custom frameworks, UI/UX, animations, native, cross-platform                           |   |               |
| <b>Reason for leaving:</b><br>Contract project completed  |   |               |
| <b>Realtor.com (2022 - 2023) Staff Software Engineer</b>  |   | Real Estate   |
| <b>Realtor.com</b> for iOS  | <ul style="list-style-type: none"><li>Led <b>transition to SwiftUI</b> across core components.</li><li>Collaborated <b>cross-team</b> to ensure clear sync &amp; quality product.</li><li><b>Drove changes</b> of product, process, &amp; team.</li><li>Worked with <b>UI/UX</b> to finalize &amp; implement full redesign.</li><li><b>Documented</b> &amp; encoded new components (e.g. design system).</li><li>Founded <b>working groups</b> for whole-company efficiency.</li><li>Coordinated <b>proactive changes</b> to minimize losses.</li></ul>   |               |
| Swift, SwiftUI, Flutter & Dart, iOS, migration, Git, agile, Jira, workgroups, cross-team leadership, mentorship, UI/UX, TDD, maps, MapKit, GraphQL, animations, native, cross-platform, repo scripting                                    |   |               |
| <b>Reason for leaving:</b><br>Position eliminated   |   |               |
| <b>Yes Health (2021 - 2022) Founding Software Engineer</b>  |   | Healthcare    |
| <b>Yes Health</b> for iOS & Android   | <ul style="list-style-type: none"><li><b>Spearheaded hiring</b> efforts, growing team from 1 to 3 engineers.</li><li>Led the engineering of <b>multiple health &amp; wellness products</b> across multiple platforms</li><li><b>Executed platform migration</b> from offshore Objective-C+UIKit to inhouse Swift+<b>SwiftUI</b>.</li><li>Improved product &amp; company <b>DEI</b>.</li><li>Set department-wide <b>processes &amp; best practices</b>: agile kanban sprints, version control, documentation system, etc.</li><li>Worked with UI/UX team to <b>redesign &amp; rebrand</b> those products.</li></ul>  |               |
| Swift, SwiftUI, Objective-C, migration, Git, agile, Jira, cross-team leadership, hiring, mentorship, UI/UX, accessibility, TDD, live chat, GraphQL, native, repo scripting, multi-platform, iOS, Android, Kotlin, CI/CD, Bitrise, startup |   |               |
| <b>Reason for leaving:</b><br>Company ceased operations   |   |               |

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## Employment (continued)

|   |  |   |                                 |
|---|--|---|---------------------------------|
| <b>PKWare (2020 - 2021)</b>                       |  | <b>Senior Software Engineer</b>   | Infosec                         |
| <b>Encrypted eMail, SmartCrypt</b>                | Swift, encryption, cryptography, public-key, DHKE, user automation, accessibility, networking, eMail, tiger team, greenfield, maintenance, Git, agile, ADO, UI/UX, native, repo scripting, multi-platform, macOS, iOS, CI/CD, Jira | <ul style="list-style-type: none"> <li>Personal <b>file encryption</b> software for macOS and iOS.</li> <li>R&amp;D greenfield <b>eMail encryption</b> products.</li> <li>Internal <b>software libraries</b> to support products.</li> <li>Completely <b>redesigned</b> the iOS app from the ground up to focus on <b>core competencies</b>, improve accessibility, &amp; optimize flow.</li> <li>Cross-team <b>collaboration</b> &amp; product <b>leadership</b></li> </ul>  |                                 |
| <b>Reason for leaving:</b><br>Position eliminated |  |   |                                 |
| <b>Ionic Security (2017 - 2019)</b>               |  |   | <b>Software Engineer III</b>    |
| <b>Ionic Files for macOS</b>                      | Swift, C, Objective-C, C++, Objective-C++, encryption, accessibility, networking, encrypted file manager, maintenance, Git, agile, ADO, UI/UX, native, repo scripting, multi-platform, macOS, Windows, Linux, CI/CD, Jira, startup | <ul style="list-style-type: none"> <li>Owned user-facing <b>file encryption</b> &amp; sync software for macOS.</li> <li>Collaborated on a <b>company-wide software platform</b> to enable client software consistency on <b>all supported</b> platforms: macOS, Android, Windows, Linux, and iOS.</li> <li>Worked with <b>UI/UX</b> team on aspects of all products, including graphics, animations, user flows, etc.</li> <li>Worked with <b>QA (QE)</b> team to tighten test-release cycle &amp; minimize defects.</li> </ul> |                                 |
| <b>Reason for leaving:</b><br>Position eliminated |  |   |                                 |
| <b>Renewed Vision (2016 - 2017)</b>               |  |   | <b>macOS Software Engineer</b>  |
| <b>ProPresenter, Pro Video Player</b>             | Swift, C, Objective-C, video streaming, live performances, presentation software, networking, maintenance, Git, Agile, Atlassian, Bitbucket, Jira, CI/CD, UI/UX, native, macOS, startup  | <ul style="list-style-type: none"> <li>Industry-leading <b>professional presentation software</b> on macOS.</li> <li>Collaboratively created <b>software platforms</b> with open-source &amp; proprietary tech. <ul style="list-style-type: none"> <li>Advanced auto font scaling, inspector, interactive animations, freeform <b>layout engine, custom canvas...</b></li> </ul> </li> <li><b>Designed</b> icons &amp; other graphics, user flows, interface approaches, animations, and more.</li> </ul>                       |                                 |
| <b>Reason for leaving:</b><br>Position eliminated |  |   |                                 |
| <b>NCR (2015 - 2016)</b>                          |  |   | <b>Mobile Software Engineer</b> |
| <b>NCR Silver for iOS &amp; Android</b>           | Objective-C, C, Java, Kotlin, iOS, UIKit, Android, XML, XSLT, receipts, printing, barcode scanners, online orders, chip card, tap to pay, high volume  | <ul style="list-style-type: none"> <li>Built state-of-the-art <b>point-of-sale software</b> for iOS &amp; Android.</li> <li>Implemented headlining features: <b>64-bit</b> support, <b>EMV</b> payments, scale-weighting of items, <b>future orders</b>.</li> <li>Wrote <b>drivers</b> for necessary hardware.</li> <li>Worked with <b>design</b> team to redesign the app's look-and-feel.</li> </ul>  |                                 |
| <b>Reason for leaving:</b><br>Position eliminated |  |   |                                 |

Previous, contract, & non-career positions: <https://Resume.KyLeggiero.me/More>

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## Expertise

### AI/ML Development (2013 - Present)

- Creating, fine-tuning, & deploying bespoke models. Experience with ANNs, as well as genetic algorithms and other non-ANN technologies.
- Building workflows with OSS models, including Stable Diffusion, Flux, Llama, Dolphin Mixtral, and others. Experience with LoRAs, evaluation frameworks, ComfyUI workflows.
- Extensive work with both open-source and commercial AI systems for product development.

### Data Systems & Knowledge Graphs (2008 - Present)

- Built Simpedia (2007 - 2009), then the world's largest knowledgebase on The Sims.
- Production experience with SQL, NoSQL, GraphQL+Apollo, and custom graph database & object-store implementations.
- Designed & implemented wiki systems and knowledge management platforms from scratch.

## Education

- **Columbus State University** (2014) – Bachelor of Science in Computer Science
  - Software Engineering, Artificial Intelligence, Games Programming, Databases, Computer Networks, Software Architecture, Operating Systems, and more.
- **Georgia Gwinnett College** – supplementary studies
  - Calculus, music, philosophy, sociology, and more.