

Gavin Shrader

Website: <https://gavinshrader.com>

Cell: (Anonymized for Web)

Email: (Anonymized for Web)

Software engineer with extensive experience building and shipping production iOS and web applications. Specialized in UIKit, SwiftUI, and modern Apple frameworks, with a strong focus on performance, reliability, and privacy. Proven track record of delivering user-facing features that drive engagement and measurable business growth.

Technical Skills

- **Languages:** Swift, TypeScript, JavaScript, Python
- **iOS Development:** SwiftUI, UIKit, CloudKit, WidgetKit, Local Notifications, Apple App Store Distribution, Core Graphics, HealthKit
- **Web Development:** React, Next.js, Node.js, Angular, Astro, RxJS, HTML5, CSS/SCSS, Tailwind
- **AI/Data:** OpenAI & Anthropic APIs, Prompt Engineering, NumPy, Pandas
- **DevOps & Tools:** Git, GitHub, Azure DevOps, CI/CD, Fastlane, Unix Terminal

Relevant Experience

ScholarRx – iOS Engineer

May 2022 – Present

- Led development and maintenance of a production iOS application, designing and shipping new user-facing features while debugging complex iOS 12+ legacy issues in a live environment
- Managed CI/CD pipelines, Apple App Store distribution and compliance, and incorporated user feedback into product improvements
- Contributed to significant year-over-year iOS revenue growth and increased monthly active users through feature development and performance improvements
- Designed and shipped the “Brick Voiceover” feature on iOS, leveraging cloud-based machine learning for text-to-audio conversion; feature saw rapid adoption across the userbase
- Automated review and scoring of medical content items using Python and LLM-based analysis, substantially reducing manual review effort and labor costs
- Designed and implemented a scalable group management system in our frontend Angular web app supporting students across partner organizations at scale
- Drove cross-functional collaboration with product, design, and medical content teams to translate business needs into technical solutions that increased app engagement and revenue

CarMax – Customer Experience Consultant

December 2020 – April 2022

- Developed high-level communication and conflict-resolution skills in a fast-paced environment, these skills now drive my user-centric approach to feature design and cross-functional collaboration
- Selected as a founding member of the web-chat team following an internal promotion, acted as a team lead assisting associates with technical issues, answering questions and leading feedback meetings. Also served as a development coordinator collaborating with our software team to improve and A/B test the new chat system

Freelance iOS Developer (Contract)

2019

- Designed, built, and shipped a custom iOS game for a client using Swift, UIKit, SpriteKit, and custom designed assets, managing full development lifecycle from requirement discovery through App Store submission, achieving 2,500+ downloads within the first-year post-launch

Projects

MiniHab – iOS Habit Tracker Application – Available on the Apple App Store

- Designed, built, and shipped a production iOS app using SwiftUI with a modern data stack powered by SwiftData and CloudKit for real-time iCloud sync, including WidgetKit support and local notifications to drive engagement
- Architected a privacy-first app with no ads or tracking; user data synced via iCloud with opt-in diagnostics for debugging edge cases
- Managed App Store distribution including metadata, screenshots, TestFlight, compliance with Apple privacy requirements, and integration with Sentry crash reporting

Education

James Madison University – Computer Science Coursework

2017 – 2019

- **Focus areas:** Data structures and algorithms, object-oriented programming, computer systems, and discrete structures. Completed 60+ credits toward a B.S. in Computer Science