

Jack Belding

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Work Experience

Mobile Application Developer – Codagami – Remote

February 2022 – Present

- Developed a native Android/iOS enterprise app for a Fortune 500 company, using Swift, Java, Kotlin, MVVM, and UIKit, for kiosk service and online ordering by implementing stories, localizing features, and triaging defects resulting in 40 million downloads in 2022 totaling 127 million downloads globally.
- Oversaw the entire product lifecycle, from initial release planning to feature development, issue resolution, release management, and ongoing production support.
- Leveraged Charles Web Proxy to effectively debug JSON payloads and responses, ensuring the stability of 109 Restful Web Services.
- Utilized Jenkins and Github for delivering weekly app builds, supporting continuous integration practices and efficient development processes.
- Collaborated with a team of developers by conducting daily meetings, using Jira, confluence, and following agile methodology to streamline product development.
- Managed two platform-specific production market configuration repositories, enabling app market localization.
- Represented the company in daily meetings, facilitating cross-product development and coordination with external teams..

Founder – IntelliJams – Rochester, Michigan

October 2022 – Present

- Released two monetized native iOS apps on the App Store, leveraging StoreKit for seamless in-app purchases.
- Designed and implemented "Algorhythm," a Spotify playlist creation tool, using SwiftUI, MVVM, Realm, XCTest, GraphQL, and Apollo Framework, providing users with an intuitive and personalized music experience.
- Created a streaming client for DJ livestreams on the App Store, incorporating UIKit, MVVM, XCTest, AVKit, Firebase, Push Notifications, and AWS technologies for robust and immersive audiovisual content delivery.
- Implemented Test Flight distribution with analytics to gather user feedback and bug reports, leading to improved user experience and product stability.
- Utilized Figma for UI mockups, facilitating efficient UI prototyping and design iteration.
- Developed a business website, 2 product websites, and social media platforms using JavaScript, TypeScript, HTML, CSS, Contentful, and Gatsby to establish a strong online presence for the company.

Software Engineer Intern – Eisen Electric Corporation – Okemos, Michigan

February 2021 – August 2021

- Developed a real-time, low-latency, event-driven, GUI using Win 32 API for an embedded medical device.
- Strengthened a C++ testing application by implementing new features for debugging new software.
- Implemented multithreading algorithms using synchronization for shared access to local data.

Education

Michigan State University – BS in Computer Science

September 2017 – December 2021

- GPA: 3.43

Michigan State University Capstone Experience – Malleable Minds

September 2021 – December 2021

- Successfully converted a Flask backend to a serverless architecture by writing 35 Restful SQL queries in AWS Lambdas, resulting in a nearly 4x speed improvement in page load time.
- Implemented a website recommendation engine using content-based filtering to provide personalized content based on the user's liked and viewed content to create meaningful interactions and improved user experience.
- Developed unit test cases by asserting expected API responses, ensuring the preservation of functionality.

Technical Skills

Swift (proficient), **Kotlin** (adept), **Obj-C** (basic), **Java** (adept), **JavaScript** (adept), **Python** (adept), **C/C++** (proficient), **SwiftUI** (proficient), **UIKit/Cocoa Touch** (adept), **Realm DB** (adept), **GraphQL** (adept), **Apollo Framework** (adept), **Flutter** (adept), **React-Native** (adept), **REST API** (proficient), **Firebase** (adept), **AWS** (adept), **Cocoapods** (adept)