

# GRANT BROOKS GOODMAN

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516-361-4836  
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## PROFESSIONAL SUMMARY

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Software engineer specializing in iOS development with over eight (8) years of experience and 15+ iOS applications written. Highly proficient in Swift with intermediate experience in Objective-C, Java, and Python. Currently studying at UC Berkeley.

*Visit [grantbrooks.io](http://grantbrooks.io) for a more comprehensive summary of the projects I've worked on and the experiences I've had.*

## RELEVANT EXPERIENCE

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PANDORA/SIRIUSXM  
Oakland, CA

Intern, Mobile Services

06/2021 to 08/2021

- Collaborated with multiple teams across disciplines to fix mission-critical bugs.
- Integrated new features ahead of schedule, contributing to contract deliverables and increasing stakeholder satisfaction.
- Acquired working knowledge of SwiftUI, MVVM design pattern, dependency injection, continuous integration, and more.
- Participated directly in all parts of corporate SDLC.
- Made daily use of Agile development practices.
- Took ownership of various projects from ideation to implementation.

MULU  
Palo Alto, CA

Lead Mobile Developer

12/2020 to 01/2021

- Developed daily fitness challenge app in Swift from ground up to MVP in 1.5 months.
- Implemented Firebase backend with push notification support, letting team leaders send announcements to their teams.
- Integrated fully-featured content management system (CMS) allowing administrators to dynamically manage content in-app.
- Used cronjobs to tie Airtable data to backend, allowing team leaders to easily post challenges with automatically updating metadata.

INTERNAL DRIVE INC.  
Berkeley, CA

Instructor

06/2020 to 08/2020

- Taught computer science to children and young adults aged 7-18.
- Mentored students in topics ranging from convolutional neural networks to efficient algorithm design.
- Gained experience teaching Java, JavaScript, Python, and Scratch.

MAKE SCHOOL  
San Francisco, CA

Teaching Assistant

06/2017 to 08/2017

- Offered debugging assistance to and mentored students learning Swift from ages 15 to 30+.
- Led workshops on UI design, code style, App Store submission, and more.
- Youngest employee ever hired by the Y-Combinator funded company.

APPLE INC.  
Lake Placid, NY

Software Engineer

05/2017 to 07/2017

- Created app to facilitate direct communication between rural schools & local farms in support of the farm-to-table initiative.
- Documented development process for local students to maintain and update the code.
- Demoed final product with Apple for Lake Placid school board to rave reviews.

WORKFLOW  
San Francisco, CA

Intern

08/2015 to 08/2015

- Implemented myriad new actions in response to user feature requests, simplifying the creation of advanced Workflow scripts.
- Was the first and only intern in the company of MIT-dropout-turned-Thiel-fellow founders.
- Acquired by Apple in 2017 and now exists as Shortcuts, pre-installed on all iOS devices today.

## EDUCATION

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LINGUISTICS, COMPUTER SCIENCE FOCUS (BA)  
UC Berkeley, Berkeley, CA

Expected in 2022

IOS APPS TRACK

2016

Make School, San Francisco, CA

Originally a Y-Combinator funded coding bootcamp, Make School is now an accredited school for young computer scientists based in San Francisco. Attended 2015 and 2016 summer programs; won the Parent's Choice and Instructor's Choice awards for best app.