

# GRANT BROOKS GOODMAN

SOFTWARE ENGINEER

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## PROFESSIONAL SUMMARY

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Berkeley-educated iOS engineer with over a decade of field experience and 15+ applications written. Highly proficient in Swift and Objective-C with intermediate experience in Java, JavaScript, and Python.

## SELECT EXPERIENCE

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### SIRIUSXM

Senior Software Engineer

August 2022 to Present

Oakland, CA

- Led the end-to-end development of SiriusXM's core IAP and subscription systems – launching a completely redesigned UI, multi-offer onboarding experience, and StoreKit-driven subscription pipeline used by millions of monthly active users.
- Drove vendor integrations and critical SDK upgrades with zero user disruption, preserving data accuracy across tens of millions of events and increasing long-term stability of key playback and analytics paths.
- Developed modular services and client APIs standardizing offer retrieval, entitlement logic, and purchase flows – cutting integration effort for partner teams and reducing duplicated logic across the codebase.
- Architected and delivered a company-wide GitHub→Jira automation pipeline injecting PR context into tickets on merge, improving release pipeline traceability and accelerating QE workflows by 40–60%.

### MULU

Lead Mobile Developer

January 2021

Palo Alto, CA

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

### MAKE SCHOOL

Teaching Assistant

June to August 2017

San Francisco, CA

- 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

Software Engineer

May to July 2017

Lake Placid, NY

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

### WORKFLOW

Intern

August 2015

San Francisco, CA

- Implemented myriad new actions in response to user feature requests, simplifying creation of advanced Workflow scripts.
- First and only-ever 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.