

# Kyle Bashour

iOS Developer with a penchant for pixel perfect designs and well crafted Swift code. I love tinkering, solving problems, and contributing to open source software. Able to relocate.

## EXPERIENCE

### Yik Yak, Atlanta GA — iOS Development Intern

MAY 2016 - AUGUST 2016

Key engineer in implementing pivotal feature changes, bringing profiles, local people discovery, and statuses to a previously anonymous social media app with millions of users. Worked closely with product and design teams on prototyping, dogfooding, and production implementations.

Developed Dark Yak, an employee facing iOS app that allowed easy account switching, feature toggling, and location spoofing. Dark Yak quickly became a critical tool used daily by developers, test engineers, and community content managers.

Set up new continuous integration features on both Jenkins and Travis, including custom caching, making builds up to 5x faster. This resulted in developer time saved when pushing changes and decreased friction for code review.

Developed in Swift (interoping with Objective-C legacy code as needed), writing Unit Tests with Quick/Nimble along the way. Contributed to internal iOS frameworks.

### Metova Inc., Franklin TN — iOS Development Intern

MAY 2015 - AUGUST 2015

Added new features to client's apps by quickly becoming familiar with existing codebases. Began groundbreaking work on a brand new app for Yale (Assa Abloy), which integrated directly with proprietary hardware.

Responsible for communication with clients and weekly releases. Contributed to internal and open source tools; established a Swift style guide.

### Carlex Glass Inc., Nashville TN — iOS/Web Development Intern

MAY 2014 - AUGUST 2014

Created and deployed an iOS app, for managing employee devices. Responsible for all development; built with Objective-C and a MSSQL backend. Designed and developed a new website to create a modern, responsive experience for end users and international clients.

## EDUCATION

### University of Tennessee, Knoxville — Honors B.S. Computer Science

AUGUST 2013 - DECEMBER 2016 — 3.35 GPA

**Founded and organized Volhacks**, UTK's first hackathon. Raised \$30,000 in funding from almost twenty sponsors and partnered with MLH to host over 180 students: volhacks.org

## PERSONAL PROJECTS

### iOS Development — Personal apps on the App Store

**Murmur**, a different kind of social networking app: [kylebashour.com/murmur](http://kylebashour.com/murmur)

**ZeroStore**, password management with a Safari extension: [kylebashour.com/zerostore](http://kylebashour.com/zerostore)

**Dodger**, a SpriteKit game where you evade bouncing balls: [kylebashour.com/dodger](http://kylebashour.com/dodger)

**Ascendant**, a real-time game built with WebSockets (class project)

## CONTACT

**Cell** 1 (615) 290-0715

**Email** [kylebshr@me.com](mailto:kylebshr@me.com)

**Web** [kylebashour.com](http://kylebashour.com)

[linkedin.com/in/kylebshr](https://www.linkedin.com/in/kylebshr)

[github.com/kylebshr](https://github.com/kylebshr)

## PROGRAMMING LANGUAGES

**Swift** (2.5 years)

**Objective-C** (2 years)

**Python** (School)

**HTML/CSS** (3 years)

**Java** (School)

**PHP** (School)

**SQL** (School)

**C/C++** (School)

## SKILLS/TOOLS

Quick/Nimble, Git/Github,  
Cocoapods/Carthage, Sketch,  
Agile, Realm, Core Data

## AWARDS AND ACTIVITIES

**Honors** Member of the  
Engineering Honors,  
Computer Science Honors,  
and Chancellor's Honors  
Programs

**President** of the UTK  
chapter of ACM. Presented  
several tutorials, including  
iOS and git workshops

**Leadership** as Patrol Leader,  
Boy Scouts of America,  
2006-2012

**Community Service** through  
Habitat for Humanity, Holy  
Family church, Boy Scouts  
and the EECS department of  
UT Knoxville