

Michael Redig

Naperville, IL • macOS / iOS / Swift Engineer

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Highlighted Skills

- Swift
- SwiftUI
- UIKit
- Combine
- Xcode
- Core Data
- REST APIs
- Unit Testing
- UI Testing
- SwiftPM/Carthage/CocoaPods
- Git
- CI/CD Pipelining
- MVVM
- MVC
- Networking
- iOS Frameworks

Professional Experience

Senior iOS Engineer

Ridgeline Intl (Remote/Contract) - 2025 - Present

- Managed fork from ElementX to SendIt, coordinating rebrand across bundle identifiers, localization systems, and build configurations
- Re-architected authentication and session management from single-user to concurrent multi-account support, resolving 100s of longstanding, common user complaints from prior to the fork
- Built Swift abstraction layer isolating 200+ Rust SDK types to contain API instability, preventing breaking change propagation across the codebase
- Documented behavior-driven testing principles establishing standards for meaningful coverage and maintainability
- Refactored type-unsafe localization system, consolidating string files into a validated API, increasing developer velocity 2x when working with strings

macOS App Engineer

Rembrand (Remote/Contract) - 2023 - 2025

- Developed macOS companion app integrating AppKit and SwiftUI technologies
- Established and maintained unit tests across business logic, achieving 75%+ coverage and reducing production hotfixes by over 90%
- Produced advanced client-side networking with URLSession for reliable uploads/downloads supporting AWS S3 storage, optimized from megabytes to hundreds of gigabytes

iOS Lead Engineer

Rearden Ventures / KnowMe (Remote) - 2020 - 2022

- Launched KnowMe iOS app earning 4.9-star App Store rating through exceptional performance and user experience design
- Promoted from contract to lead engineer managing a team of 4 after 12 months
- Coordinated front-end and back-end implementation of REST APIs maintaining 99.999% uptime through bi-weekly deployments
- Pioneered internal design patterns leveraging UIContentConfiguration and NSDiffableDataSource for UI layout

Team Lead

Bloomtech (Lambda) School (Remote) - 2019 - 2019

- Led teams of 5-8 students in an agile development environment, focusing on iOS concepts and frameworks using a stand-up format
- Mentored students, providing feedback and guidance on iOS development projects and architecture, achieving 90%+ satisfaction ratings
- Delivered weekly code reviews to 8+ students, focusing on iOS projects and architecture

Projects

TeePointOneBee | macOS | AppKit | Xcode | SwiftUI | WebKit

- Integrated CoreData managing 1000+ conversation histories with instant search capabilities
- Built customizable personality-based system prompts increasing user engagement
- Achieved significant performance improvements using 10% memory of web-based solutions

NetworkHandler | macOS | iOS | watchOS | tvOS | Linux | Swift | SwiftPM

- Created modular networking frontend supporting multiple backends including URLSession
- Enhanced concurrency handling with Swift async features ensuring 100% data race-free interactions
- Packaged as lightweight SwiftPM module compatible with macOS, iOS, watchOS, tvOS, and Linux

Education

Triplebyte Certified, 2020

- Certified in iOS Engineering

Bloomtech (Lambda) School, 2019 - 2020

- 9+ month computer science and engineering academy focusing on iOS Development and Computer Science
- Produced production ready code using Swift and Xcode in an agile team environment