

# Ryan Daulton

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## EXPERIENCE

**Irrigreen** Minneapolis, Minnesota Nov 2019 - Jan 2025  
*Senior Lead Engineer / Principal iOS Engineer*

- Developed the company's flagship iOS mobile application from scratch and managed all deployments
- Implemented a highly flexible network layer for IoT communication in Swift using multiple protocols
- Utilized SpriteKit to create an engaging and gamified user experience for configuring sprinkler systems
- Leveraged heavy multithreading (GCD) and Core Data to deliver a fluid and reliable user experience, even when the application or the IoT product are offline
- Developed client-side and backend authentication layers, configured AWS IoT, and implemented fleet management for use at scale
- Created an automated deployment pipeline with integrated testing using Xcode Cloud
- Developed multiple internal applications, public-facing web apps, and internal test environments
- Grew the engineering organization from 2 to 12 employees

**Red Shepard Software** Minneapolis, Minnesota April 2016 - Oct 2019  
*Owner & Lead Software Engineer*

- Provided custom software development for clients spanning multiple industries, including security, social media, share economy products, health and fitness, and more
- Built applications using Vue.js, Node.js, Swift on iOS, and Java, with extensive experience in Google Cloud Platform, Firebase, NoSQL, and compute resources like App Engine and Kubernetes
- Managed a team of four (two web developers and two mobile developers), serving as the lead architect and project manager
- Developed high-fidelity designs, built internal and public-facing API services, and optimized products for search discovery (ASO) and continuous deployment

**White House Custom Colour** Minneapolis, Minnesota November 2016 - January 2019  
*iOS Engineer*

- Iteratively develop a flagship mobile product involving heavy image processing, a large codebase, and intensive user interface development
- Integrate extensive third party APIs for OAuth, cloud services, and more - often using cocoapods
- Work closely with designers to polish the final product across multiple screen sizes and discuss optimal architecture based on a fluid user experience
- Develop data and network models to download and upload via RESTful services; parsing, processing, caching large data sets - including images

## SKILLS

Swift, SwiftUI, SpriteKit, Xcode Cloud, XCTest, AWS (Amplify, Lambda, Cognito, IoT Core, SES/SNS), GCP (Firebase, Cloud Functions, AppEngine, BigQuery, Gmail API), Figma Design, Node JS, Java, Kotlin

## ACHIEVEMENTS

### Professional Product Releases

10+ iOS apps launched to App Store  
5 Android app projects, launched to Play Store  
10+ web applications, all publicly launched

### Personal Projects

QuickReceipts iOS App - [quickreceipts.co](http://quickreceipts.co)  
QuickReceipts API - [api.quickreceipts.co](http://api.quickreceipts.co)  
Queue'd Music - [queuedapp.com](http://queuedapp.com)

## EDUCATION

**Marquette University** Milwaukee, Wisconsin May 2016  
*Information Technology & Entrepreneurship*

- Magis Academic Award
- Ignatius Academic Scholarship
- Coleman Foundation Service and Leadership Award in Entrepreneurship

**References available upon request**