Brandon Mantzey | Senior iOS Software Engineer

brandon@mantzey.com • 402-213-6348 • dot.cards/bmantzey

Summary

Senior iOS Engineer with 16+ years of experience building production applications from the iPhone SDK's earliest days. Delivered apps serving over 30 million users across financial services, wearable technology, agriculture, and healthcare industries. Expert in Swift, SwiftUI, Objective-C, and UIKit with deep experience in MVVM, Clean Swift, and Coordinator architectures. Proven ability to own complete development lifecycles from architecture through App Store release, with a track record of early delivery, CEO-level recognition, and 4.8-star App Store ratings.

Technical Skills

Languages: Swift • Objective-C • Kotlin • C • C++

iOS Frameworks: UIKit • SwiftUI • Core Data • MapKit • CoreLocation • *much more*

Architecture: MVVM • Coordinator • Clean Swift Architecture • MVC • Protocol-Oriented Programming • SOLID • Object-Oriented Programming

Tools & Services: Xcode • Git • Firebase • GraphQL • Realm • Jenkins • Fastlane • TestFlight • Jira • Xcode Cloud • Swift Testing

Experience

Independent Software Developer   **Jan 2024 to Present**
Self-Employed   *Holden, MO*

- Built SwiftFolio iOS portfolio app using SwiftUI and Firebase (Hosting, Firestore, Authentication) with comprehensive TDD methodology using Swift Testing and Xcode Cloud CI/CD pipeline.
- Earned Meta certification in SwiftUI and completed Flutter & Dart certification, demonstrating commitment to expanding cross-platform mobile development expertise.

Lead Technical Consultant   **Nov 2021 to Jan 2024**
Perficient (TD Ameritrade / Charles Schwab)   *Remote*

- Pioneered dynamic CMS-driven messaging system facilitating the transition of 30M+ TD Ameritrade customers to Charles Schwab, enabling business-controlled content updates without app redeployment.
- Maintained three iOS applications simultaneously (TDA Mobile, TDA Authenticator, Schwab Mobile) serving 13.5M+ users throughout the enterprise migration.
- Implemented Firebase Analytics and Clickstream architecture providing customer usage insights to data analysis teams across multiple product lines.

Senior Software Developer   **Oct 2019 to Oct 2021**
Garmin International   *Olathe, KS*

- Developed Garmin Dive app (4.8-star rating) integrating Bluetooth hardware SDKs for real-time dive computer synchronization and tank pressure monitoring.
- Built both iOS (Swift) and Android (Kotlin) versions simultaneously using MVVM architecture, Apollo GraphQL, and Realm for offline-first data persistence.
- Developed and maintained internal iOS and Android SDKs consumed by Garmin Golf, Garmin Jr., and Garmin Connect teams.

Senior Software Engineer, iOS Lead   **Apr 2017 to Oct 2019**
Lindsay Corporation (Elecsys)   *Olathe, KS*

- Architected and delivered complete rewrite of FieldNET Mobile using Clean Swift (VIP) pattern, earning CEO recognition at corporate awards banquet for early delivery and exceptional quality.
- Built mission-critical agricultural IoT platform serving hundreds of thousands of users worldwide, enabling remote control of pivot irrigation systems valued at hundreds of thousands per installation and saving billions of gallons of water annually.
- Collaborated with backend teams to optimize API schemas for mobile consumption.
- Led cross-platform mobile team coordinating iOS and Android consultant development

Senior Software Engineer   **Sep 2016 to Feb 2017**
GE Power & Water   *New Orleans, LA*

- Developed Mobile APM diagnostics platform integrating FLIR thermal imaging SDK for predictive maintenance of multi-million dollar power generation equipment.
- Implemented enterprise OAuth2/OpenID Connect authentication with certificate pinning for GE corporate SSO integration.

Lead iOS Software Engineer   **Apr 2012 to Aug 2015**
Exploria   *Hartford, CT*

- Led iOS development for FDA-compliant pharmaceutical sales enablement platform serving Fortune 500 clients including Novartis with 16-language localization.
- Pioneered adoption of UICollectionView immediately after iOS 6 release, replacing legacy third-party grid system and dramatically improving performance and maintainability.

Education

Bachelor of Science, Game Development   **Sep 2008**
Full Sail University

Associate of Science, Computer Technology (Honors, 3.52 GPA)   **Aug 2004**
Metropolitan Community College

Certifications

Create the User Interface with SwiftUI   *Meta (2024)*

Flutter & Dart - The Complete Guide   *Udemy (2024)*