Alex Givens

Lead iOS Engineer | Swift, SwiftUI, Objective-C

Los Angeles, CA | 818-687-6242 | mail@alexgivens.com | alexgivens.com | github.com/AlexGivens
Open to U.S. remote and Los Angeles onsite/hybrid roles

Lead iOS engineer with 14+ years in software development, including more than a decade building Apple apps. Led a four-person team through Dropmark's App Store releases and built the product's shared Swift SDK, secure upload pipeline, and reusable UI frameworks.

Technical Skills

Languages Swift, Objective-C, C/C++, Python, TypeScript, PHP

Apple platforms and frameworks SwiftUI, UIKit, ARKit, Vision, SceneKit, Swift concurrency (async/await, actors), OperationQueue, GCD, NotificationCenter, iOS, iPadOS, macOS, RevenueCat, Xcode

Engineering and delivery SDK development, API design, embedded firmware, PX4, Wi-Fi, LoRa, automated testing, Playwright, CI/CD, GitHub Actions, Git

AI and creative tools OpenAI Codex, Lovable, Meshy (3D assets), Adobe generative art tools

Backend and infrastructure Django, Django REST Framework, Next.js, React, WordPress, PostgreSQL, AWS

Selected Project

Firmingo | Embedded Firmware and On-Device Compilation | 2026

- Building an embedded development toolchain spanning C/C++ firmware, on-device Arduino compilation on macOS, iPadOS, and iOS, and a native Swift SDK.
- Generated a WebAssembly build of the Arduino compiler and built tooling that compiles sketches for USB Ethernet instead of USB serial, enabling communication within Apple's App Store app sandbox constraints.
- Implemented C/C++ firmware with CDC-NCM USB Ethernet connectivity, enabling TCP/IP communication between microcontrollers and Apple devices.
- Verified automatic USB networking on macOS and iPadOS; built a Python hardware test harness that checked 606,208 bytes of binary echo across 10 TCP sessions, including reconnects and slow readers.
- Built a Model Context Protocol (MCP) service for Codex-assisted development, enabling AI agents to test firmware on physical microcontrollers and verify iOS app connectivity; used AI to plan support for additional boards and architectures.

Source code: Firmware | Compiler | Swift SDK

Professional Experience

Armenian American Action Network

Lead Software Engineer | Feb 2026 – Present

- As sole developer, own the architecture and delivery of a headless WordPress/Next.js platform for advocacy campaigns, event registration, and community resources, including publishing tools, testing, and deployment.
- Cut content turnaround by 60% with custom Gutenberg blocks and PHP plugins, enabling staff to publish campaigns independently.
- Automated web testing and deployments with Playwright and GitHub Actions across development, staging, and production.

Pyro Spectacular
Drone Firmware and Light Show Operations (Contract) | Jul 2026 – Oct 2026

- Helped co-pilot two drone light shows using SPH Engineering's Drone Show Software.
- Modified PX4 firmware in a dedicated GitHub fork to improve drone LED color fidelity relative to the show software.
- Built and tested Wi-Fi nodes and LoRa signaling infrastructure supporting FAA-approved drone-show flights.

Independent Contracts
macOS and iOS Developer (Contract) | Feb 2024 – Feb 2026

- Built native iOS and macOS apps for four clients, including education, productivity, and OpenAI integrations.
- Built and shipped MyMochi for My/Mochi's Bites of Joy campaign: ARKit front-camera face tracking, Vision rear-camera facial landmarks, a USDZ character and face accessories in SceneKit, and ARKit packaging recognition with graphic overlays.

Oak Studios
Lead macOS and iOS App Developer | Aug 2016 - Jan 2024

- Led two Swift developers and two graphic designers, owning technical delivery, code review, testing, and App Store releases for Dropmark across iPhone, iPad, and Mac.
- Assigned standalone features through GitHub issues within an MVC architecture, using independently tested Swift packages to reduce overlapping work and simplify integration.
- Designed and built Dropmark's upload pipeline to serialize diverse file and item types from across Apple operating systems and securely transfer both small and large files to the server.
- Designed and implemented the official Dropmark Swift SDK as sole developer, providing a shared foundation for Dropmark apps on iOS, iPadOS, and macOS and Safari extensions on each platform.
- Led the RevenueCat subscription launch, coordinating implementation, testing, and release readiness.
- Created StackedCollectionView for drag-and-drop reordering and stacking in UIKit, and FrenchToast for in-app notifications.
- Dropmark for iPhone, iPad, and Mac received a 2022 Creative Communication Award for UI/UX Design.

Noon Pacific
Founder | May 2014 – Aug 2016

- Built two iOS apps for Noon Pacific, a music platform and record label with 25,000+ monthly listeners.
- Created NPAudioStream and EqualizerIndicatorView, both used in multiple apps. NPAudioStream supported continuous SoundCloud and server-hosted audio with prebuffering; Noon Pacific later used Spotify.
- Built White Label over two years, using Django for music and mixtape curation and Django REST Framework for JSON distribution. Deployed it on AWS Elastic Beanstalk with EC2, PostgreSQL on RDS, and S3 for static assets, and managed domains and TLS certificates.

Visus LLC
Lead App Developer | Jun 2012 - May 2014

- Built and maintained an iPad app replacing paper workflows for technicians managing landfill emissions in the field.
- Built and maintained a .NET web app for citywide HR management at the City of Los Angeles.

Education

BA in Fine Art | University of California, Santa Barbara | 2013