



Clay Ellis

Sr. iOS Engineer

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10 years of iOS experience designing, architecting, and developing over 15 apps.

Independent Contractor • April 2019 - Present

- **The VOID:** (Location-based virtual reality) built internal tools including a socket-driven, stateless app that allowed Guides to control every aspect of the VR stage and Traveler journey and schedule groups.
- **Route:** (Package tracking and insurance) Built rapid prototypes and initial release of app using MapKit.
- **Elements:** (Personal finance startup) Conducted code reviews and built educational features.
- **BEST:** (Post-traumatic brain injury tools) Built suite of apps (all focused around task and energy management) and underlying shared foundation for their users and research subjects.

Lumio • Senior iOS Engineer, Team Lead • August 2022 - August 2023

- Architected and led development of Lumio's customer-facing solar system management app.
Technologies used: SwiftUI, Swift Package Manager-based modular architecture, TCA (Composable Architecture — though eventually opted to use vanilla SwiftUI + MVVM.)
- Created command line tool to automate translating Figma design tokens into Swift types distributed as a package leveraging Argument Parser to generate executable.
- Developed an open source, platform-agnostic CI/CD solution in Swift. (github.com/swiftcicd/swift-cicd)

Cricut, Inc. • Senior iOS Engineer, Team Lead, Engineering Manager • August 2020 - August 2022

- Managed an experimental team that brought a new app to market using SwiftUI and TCA. Focused on pushing adoption of new technologies to vet them for the rest of organization.
- Developed internal productivity tools with the goal of increasing efficiency in our release cycle.
- Led the effort to merge the experimental app into the main production app over the last year without impacting reliability or usability of either apps.

Doterra International • Senior iOS Engineer, Architect • August 2018 - April 2019

- Built an international e-commerce app with solutions for localizing content across multiple markets.

Red Pepper Software • Lead iOS Engineer • Dec. 2015 - June 2016, April 2017 - August 2018

- Developed 7 apps for clients in various industries: B2C messaging, professional sports league, local government agency, construction, dating, and others.

Previously

- **Qube Money:** iOS Developer, UI/UX Designer • July 2016 - March 2017
- **Appsidian:** Co-Founder, iOS Developer, UI/UX Designer • May 2015 - December 2015
- **MTC Technology Group:** iOS Developer, UI/UX Designer • September 2014 - January 2016
- **BYU Broadcasting:** iOS Developer, QA Tester • June 2011 - August 2012
- **Apple, Inc:** Mobile Specialist • September 2010- June 2011

Skills

- Swift, SwiftUI, UIKit, Core Data, TCA, CI/CD, Git, Open Source, Figma, Sketch, ObjC (minimal)