

Stephen Walsh

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Summary

Product engineer with 10+ years experience in building iOS and full-stack applications. Currently at Kargo developing creative ad tech tools with TypeScript and Rails. I care about craft, great UX, and shipping polished products.

Skills

Languages: Swift | TypeScript | Ruby | JavaScript | Objective-C | HTML | CSS

Frameworks: React | Ruby on Rails | SwiftUI | UIKit | Combine | RxSwift | Tailwind CSS

Tools: Git | Docker | AWS | Fastlane | Xcode | PostgreSQL | Firebase | CI/CD

Practices: API Design | MVVM | Repository Pattern | Agile | Unit Testing | SOLID Principles

Experience

Software Engineer II

Kargo

April 2024 – Present

Waterford, Ireland

- Developed Figma-like creative canvas composition tool using React and TypeScript, enabling clients to create rich designs with feed data and library assets
- Rebuilt catalog preview feature from the ground up, adding OpenAI-powered search that transforms natural language into SQL queries
- Built 'My Brand' asset management feature with Rails and AWS S3, allowing power users to upload, tag, and organize reusable brand assets
- Implemented DALL-E 3 integration with Rails backend and React frontend for on-demand high-quality image generation
- Worked on Dynamo, a video generation tool that automates After Effects template customization for bulk video creation via CSV input
- Optimized performance and maintainability across a complex legacy Rails application, resolving bugs and improving system stability

iOS Developer Consultant

Self-Employed

November 2018 – January 2023

Remote, Ireland

- Delivered iOS apps for clients across the US and Europe, translating concepts into fully functional applications
- Built ARKit prototypes collaborating with technical artists and designers to refine UX and performance
- Refactored entire iOS codebase to MVVM + RxSwift architecture, improving scalability and maintainability

Senior iOS Developer

Flipdish

August 2020 – December 2021

Remote, Ireland

- Increased crash-free rate from 85% to 99.98%, ensuring a seamless user experience
- Boosted unit test code coverage by 57%, leading to more robust and reliable code
- Refactored entire app architecture implementing MVVM, Repository, and Coordinator Patterns to reduce systemic coupling
- Built Fastlane pipelines automating Whitelabel app generation, App Store deployments, screenshots, and demo builds for prospective clients
- Created Fastlane actions for tagging and versioning the codebase, streamlining the release process

Senior iOS Developer

Letgo

April 2018 – November 2018

Barcelona, Spain

- Delivered new Services/Jobs vertical as part of a cross-functional squad, resulting in a 20% uplift in listings posted
- Defined standardized View architecture practices and applied the boy-scout rule throughout the codebase, improving maintainability
- Collaborated with backend and Android teams to design and implement a cross-platform in-app subscription service
- Refactored broken test cases into Quick/Nimble and increased test coverage across model layer and business logic

iOS Developer

DoneDeal.ie (Distilled)

July 2014 – April 2018

Wexford & Waterford, Ireland

- Maintained 99.8% crash-free rate and contributed to increasing App Store rating from 2.0 to 4.8 stars in one year by transitioning from web-view to a fully native iOS experience following Apple HIG
- Prototyped 360° capture feature using OpenCV, enhancing product offerings for pro-user customers
- Created custom tab bar icon animations using CoreAnimation (drawn completely in code) and a custom save animation
- Refactored network layer to Alamofire using the facade pattern, improving abstraction from models and increasing modularity
- Defined visual style guide and custom UI library with CoreGraphics, ensuring HIG compliance while maintaining brand consistency across iOS, web, and Android

Projects

[Foxtrot \(Card Game\) - foxtrot.venividivulpini.com](https://foxtrot.venividivulpini.com)

- Full-stack TypeScript multiplayer browser-based card game with WebSockets for real-time gameplay, Docker-deployed on Railway
- Decoupled game engine architecture supporting multiple card game variants

[Token-Gated Writing Platform - venividivulpini.com/writing](https://venividivulpini.com/writing)

- Token-based authentication system for a creative writing portfolio, built with Next.js and TypeScript

[Pawnomenal](#)

- iOS app using Create ML for real-time dog breed classification via device camera
- Integrated OpenAI API for breed information generation; built with SwiftUI

Education

B.Sc. Computer Science (Entertainment Systems)

Waterford Institute of Technology

2014

Waterford, Ireland

Capstone project won the 2014 Sun Life Financial Enterprise Award. Semi-finalist in the 2014 Enterprise Ireland Student Entrepreneur of the Year Awards.

Certifications & Courses

Figma UX Design Essentials

Udemy

2023

Online

Level 3 Certificate in Entrepreneurship, European Creative Industries

2023

Erasmus+

January 2023 – April

Seville, Spain