

LEE WHITNEY III

iOS Engineer · 214-924-4174 · lee@whitneyland.com

GitHub · Stack Overflow · Hacker News

Summary

iOS engineer focused on customer obsessed iPhone apps using Swift, SwiftUI, and UIKit. Known for collaboration with designers & PMs, clean architectures, and shipping features that connect with users. Deep interest in UX & product design; active interest in AI-powered creative tools.

Skills

- **iOS:** Swift, SwiftUI, UIKit, Concurrency (async/await), Auto Layout, Instruments
- **Architecture/Quality:** MVVM, modularization, dependency injection, testability, performance profiling
- **Tooling:** Xcode, Claude Code, Codex
- **Back end & Cloud:** REST/JSON, AWS (Cognito, IoT Core)
- **Design:** Apple HIG, prototyping UI in code, Figma literate

Experience

Lead iOS Engineer — Overhead Door Corporation (Genie Company) · 2022–Present

Lead for Genie Aladdin Connect (smart-garage/IoT).

- Rated 4.8 in the App Store on 80k+ reviews
- Owned iOS architecture & roadmap; modernized large codebase with Swift/SwiftUI + async/await, MVVM; bridged cleanly with UIKit for incremental migration.
- Shipped core product features: multi-door management, access sharing/guest invites, event history, in-app "What's New", and iPhone/iPad UI parity.
- Security/auth: integrated AWS Cognito; hardened token & Keychain flows; privacy-first diagnostics toggles.
- Cross-functional: partnered daily with design & PM to scope mobile UX; collaborated with backend on APIs; wrote implementation specs; mentored offshore devs; drove code reviews and release quality.

Senior iOS Engineer — WSNA (Consulting) · 2015–2021

- Built Swift-based apps for Bose, Charter Communications, American Standard; mixed Swift + JavaScript for data-viz/BI tools.
- Delivered mobile data layers and REST APIs; contributed UI/UX design for production apps.

Mobile Software Engineer — Consultant · 2010–2015

- Architect/mentor across high-profile mobile projects (healthcare, enterprise, retail).
- Clients included Baylor Health, AT&T Foundry, Halliburton, Fossil, Clinique, Microsoft, BT Global.
- Shipped App Store apps (Objective-C & Swift): large-scale catalog/search, commerce, content.

Mobile Software Developer — Light Factory · 2006–2010

- Built a personalized video platform for iOS/Android; delivered campaigns for Amazon, American Greetings, Disney, Universal Music, Sony Music.

Software Architect — Lucidom · 2002–2006

- Imaging/video platform used by CVS and other providers (sharing, organization, editing).

Software Development Engineer — Microsoft · 1996–2002

- Engineering & tech leadership on high-visibility products; multiple promotions/awards.

Selected Projects

- **SwiftUI**: "Using SwiftUI to Create a Top-Rated App From Scratch" — end-to-end iOS build that recreates a production-quality, highly-rated app UI using SwiftUI, with attention to motion, layout, and native feel. (Video)
- **RiffMCP (macOS)** — an MCP server that lets LLMs play, compose, and render music; native app with stdio-routed HTTP, JSON music format, Verovio sheet-music rendering, and high-quality playback. (Site)

Education

B.A., Computer Science — Howard R. Hughes College of Engineering

Volunteer

Coach, Miracle League of Frisco (10 years), special-needs children's sports