Experience

2020–Now **Senior Software Engineer**, *Siri*, *Apple Inc.*

- Core contributor to Siri's conversational engine runtime and owner of multiple foundational Siri frameworks
- Designer and implementor of a Swift API for Siri's "ontology" to take advantage of copy-on-write semantics, type safety, and idiomatic design patterns
- Leader of Siri's API Review team: this team reviews all APIs published by the Siri organization to ensure fitness, consistency, correctness, maintainability, and ergonomic fit.
- Contribute cross-functionally across the Siri organization to enhance APIs, simplify interfaces, and teach fellow engineers
- Actively involved in Swift Evolution, helping shape the future of the Swift language and core libraries
- Prototyped a next-generation API for defining Siri domains. While this never shipped, it was demoed to the highest levels of leadership and served as a testbed for concepts and patterns that are now part of Siri's internal domain developer experience.

2019–2020 **Principal Engineer**, *Enterprise Technology*, *WeWork*

- Led internal iOS guild; organized bi-weekly meetings and presentations for all iOS engineers across the company. Organized and carried out in-person guild events
- Architect and developer of iOS SDK for "Teem" product to be used by internal and external client apps
- Performed code and API reviews across all iOS engineering teams
- Taught and advised engineering teams on best practices and implementation strategies
- Coordinated corporate sponsorship of Try Swift! NYC 2019. Presented on behalf of WeWork on "Designing Accessible APIs"

2019 **iOS Instructor**, *Contractor*, *Lambda School*

- Taught daily classes on iOS development to students. Topics included Core Data, architecture, algorithms, Objective-C, audio, video, etc.
- Participated in daily "stand-ups" and answered student questions on a broad array of topics
- Developed new and improved existing iOS curriculum

2017–2018 **Senior iOS Engineer**, *Product Experience*, *Snap Inc.*

- Co-owner of core "Stickers" feature of Snapchat app
- Designed and implemented a core "suggestions" engine for surfacing contextually relevant stickers in different parts of the app
- Performed investigation in to new concepts, rewrites, and refactoring
- Provided guidance on platform and architectural best practices

2015–2017 **Maps Software Engineer**, *Apple Maps*, *Apple Inc.*

- Independently developed and distributed an internal app to help engineers manage development environments. Used across the company and included in New Employee Orientation
- Primary owner of the Maps Extensions architecture in MapKit and Maps
- Worked with watchOS teams to lay the groundwork for including Maps suggestions in the Siri watch face
- Worked with AppKit team to develop the "Tabbed Windows" feature in macOS Sierra
- Regularly interfaced with third-party extension providers; communicated bugs, provided and received feedback, prioritized feature work
- Actively involved in cross-team API design and review

2013–2015 **Evangelist**, *Worldwide Developer Relations*, *Apple Inc.*

- Advised 3rd-party developers on best practices to adopt latest technologies
- Directed dozens of sessions at the annual World-Wide Developer Conferences (WWDC), which included organizing weekly rehearsals, providing guidance on slides, and critiquing presentation delivery
- Closely involved with the initial release of multiple high-profile technologies, such as Swift, WatchKit, HomeKit, HealthKit, CloudKit, and ResearchKit
- Hosted regular cross-functional meetings for HomeKit, HealthKit, and CloudKit teams
- Worked closely with HomeKit team to ensure API conformed to platform conventions
- Helped developers adopt pre-release APIs for marketing promotions, screenshots, and on-stage demos
- Independently contributed code to CloudKit to more efficiently and flexibly validate user-provided data
- Actively involved in cross-team API design and review

2013–2015 **Lead engineer**, *WWDC app (now the "Developer" app)*, *Apple Inc.*

- Incrementally modernized app codebase over three years
- Worked closely with Swift and WatchKit teams to dog-food technologies in the app. The app shipped as the world's first hybrid Objective-C and Swift app
- Moved app backend from a custom in-house service to CloudKit
- Wrote and maintained several internal apps to help streamline publishing content
- Helped several teams use the app as demo material in WWDC sessions

2010–2013 **UIKit Framework Engineer**, *iOS Apps & Frameworks*, *Apple Inc.*

- Re-architected `UIDatePicker` to support all calendrical systems, locales, and time zones
- Wrote native pull-to-refresh implementation (`UIRefreshControl`), working closely with UI designers
- Fixed bugs in system-provided widgets, such as `UIProgressView` and `UIButton`
- Actively involved in cross-team API design and review

2009–2010 **Mac Software Engineer**, *Mozy*

- Rewrote app interface for version 2.0 to facilitate a more user-friendly experience
- Wrote in-house tools to automate unit testing, localization, packaging, and static analysis of production code

2003–Now **Independent Developer**

- Developer of Heathen, an iOS app to navigate the Utah DABS product inventory
- Author of Time, a safe and correct date/time library for Swift
- Authored DDMathParser, a highly-extensible library for parsing text into mathematical expressions
- Active in the Swift Evolution process on forums.swift.org
- In the top 0.05% of all-time contributors on stackoverflow.com
- Developed several iOS apps, including the 1.0 version of Mactracker

Presenting, Teaching, & Mentoring

- In-depth blog posts at davedelong.com on advanced programming topics, including principles of composeable networking stacks, conditional compilation, app architecture, and date-and-time calculations
- The Temporal Axis of Space-Time, NSSpain 2023
- Designing Accessible APIs, Try Swift! NYC 2019
- The Laws of Magic, (several)
- A Better MVC, (several)
- Building Awesome Technical Presentations, (several)
- Environmentally Friendly Apps, (several)
- Advanced NSOperations, WWDC 2015
- Architecting Modern Apps Pts 1 & 2, Architecting Modern iOS Games, iOS 7 Tech Talk World Tour
- Internationalization Tips & Tricks, WWDC 2012
- iOS Printing System, WWDC 2011
- The Power of Predicates, MacTech Conf 2010

2008–Now **Co-founder & Admin**, UtahDevelopers.org

- Admin of the Utah iOS & Mac Developers slack group (800+ local Apple developers)
- Organize weekly get-togethers, monthly meetings, and casual meet-ups
- Actively participate answering questions and mentoring junior developers
- Frequently present at meetings on iOS and Swift topics
- Currently investigating forming a non-profit organization around the group

2011–2015 **Sunday School Instructor**, *LDS Church*, *Santa Clara, CA*

- Taught bi-monthly 45-minute classes to 50+ adults
- Adapted teaching methods to fit content, evolving congregation demographics, etc

2010–2013 **Teaching Assistant**, *Cocoa Camp*, *Apple Inc.*

- Assisted Apple Developer Publications teach iOS development to university professors and students
- Answered student questions and helped debug code

Volunteering & Education

2019–Now Founding Board Member and Treasurer, Queer Community Allies

2020–Now Co-founder, Sanderson Collectors Guild

2020 Contributing author, Swift For Good, Volume 1: "API Design"

2019 Certificate of Mixology, Park City Culinary Institute

2010 Bachelor of Computer Science, Brigham Young University, Provo UT

Miscellaneous

- Heavily invested in reading and collecting Brandon Sanderson's works
- Still waiting with a patient, cut-flower silence for Patrick Rothfuss's sequel to *The Wise Man's Fear*
- Lover of science fiction, fantasy, scotch, bourbon, and craft chocolate
- Extremely opinionated on date-and-time calculations and parsing mathematical expressions
- Proficient in conversational Spanish