Ryan Token – Swift Software Engineer

ryantoken.com | github.com/r-token | ryan@ryantoken.com | 636.368.7771

Recent Work Experience

LEAD SOFTWARE ENGINEER – APPLE PLATFORMS | DAYSHEETS | JUNE 2025 - PRESENT
Building the **Daysheets** apps across Apple platforms with Swift and SwiftUI

LEAD SOFTWARE ENGINEER – iOS | STORYBOARD | MARCH 2023 - JUNE 2025
Created **Chat by Storyboard** for iOS — our AI-powered, hands-free voice messaging app for truckers
- Built the native iOS app myself with Swift, SwiftUI, Swift Concurrency, Core Audio, App Intents, & more
- Helped build the back end with AWS AppSync, OpenAI's Whisper model, and APIs I wrote myself
- Later led a team of five iOS developers in architecture (MVVM), technical guidance, and prioritization
- Architected solutions, planned sprints, and worked alongside the product and design teams

LEAD SOFTWARE ENGINEER – CLOUD | STORYBOARD | APRIL 2021 - MARCH 2023
Architected and developed the majority of our serverless back-end infrastructure on AWS
- Built our audio pipeline: a highly scalable, secure, and event-driven system that all audio uploads run through. Steps include quality control, audio encoding, transcription, translation, and storage
- Created the APIs that power the platform with Node.js, Lambda, API Gateway, IaC, and more
- Led a team of four back-end developers in architecture, PoLP, technical guidance, and prioritization
- Worked alongside our client app teams to communicate API contracts and product requirements

FULL-STACK SOFTWARE ENGINEER | CONOCOPHILLIPS | SEPTEMBER 2017 - APRIL 2021
Developed several internal web apps, including a security dashboard for the executive team that gave a concise view into how well employees were conforming to security protocols within the company
- Used React, serverless AWS services, traditional servers written in .NET Core (C#), and more
- Earned a '1' performance rating, the top possible rating, my final year at ConocoPhillips

Relevant Skills

TECHNICAL SKILLS
- **Apple**: Swift, SwiftUI, UIKit, Swift Concurrency, SwiftData, Core Data, Core Audio, App Intents, Xcode
- **Other**: Serverless AWS (Lambda, SQS, DynamoDB, APIs, S3), SQL, HTML, CSS, React, Svelte, TypeScript

ARCHITECTURE, LEADERSHIP, AND COMMUNICATION SKILLS
- Leading all facets of a project, from requirements gathering and prioritization to architecture & execution
- Building a comprehensive architecture for a project or feature and communicating it effectively
- Planning large-scale, cross-platform features with leaders across product, engineering, and design
- Leading teams of other developers - I've led teams across back end and iOS
- Working with developers across teams, made easier due to my experience building for multiple platforms
- Presenting technical concepts to executives, technical leaders, the broader company, and interest groups
- Pleasant to work with and be around

Education

- **The University of Tulsa**: B.S. Computer Information Systems, Computer Science minor, 2017
- **Certifications**: AWS Solutions Architect, AWS Cloud Practitioner, Azure Fundamentals, Scrum Master

Personal Projects & Volunteer Work

- Wrote a blog post about **Serverless Swift**, which @SwiftLang featured on **X**, **Bluesky**, & **Mastodon**
- Wrote a blog post about **Serverless Compute with Dynamic Ephemeral Storage**, which was featured on **Issue #192 of the Off-by-none serverless newsletter**
- Built native iOS and iPadOS apps with Swift and SwiftUI: **CatchUp**, **Hot Local Food**, and **Outrank**
- Taught Swift and iOS development concepts to Oklahoma middle school students
- Sports enthusiast! Started and still run a **podcast covering athletics at The University of Tulsa**

Personal Interests

- Podcasting, Swift, serverless, hobby projects, hiking, camping, skiing, basketball, coffee, guitar