

Shain Mack

iOS Engineer | Swift Programming | SwiftUI Expert | Swift Modernization Specialist

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Summary

iOS Engineer with 5 years of experience building high-quality mobile applications using **Swift** and **SwiftUI**. Led the adoption of **modern iOS frameworks** for a major financial institution, simplifying codebases and improving maintainability. At Apple, **automated testing workflows** that reduced manual effort and **increased productivity by 30%**. Experienced in dynamic UI rendering, scalable application architecture, and cross-functional collaboration, with a focus on delivering innovative and reliable mobile products.

Experience

 **iOS Software Engineer**
 **M&T Bank**  2021 - Present  Buffalo, NY

- Built and maintained high-quality, user-centered mobile applications for Apple platforms, with a focus on reliability, accessibility, and modernization.
- Developed and maintained production iOS apps using Swift, UIKit, and SwiftUI; led efforts to adopt modern frameworks and streamline codebases.
- Collaborated cross-functionally with design, backend, and product teams to deliver features aligned with business goals and user needs.
- Upholding strong engineering standards through code reviews and a focus on maintainability and performance.
- Proactively identified and resolved bugs, optimized performance, and ensured consistent behavior across supported devices.
- Stayed current with evolving iOS technologies and advocated for continuous improvement across development practices and product quality.

 **Software Quality Engineer**
 **Apple**  2021  Remote

- Enhanced wireless charging testing efficiency developing modular block scripts for software automation
- Maintained created blocks to meet current needs and standards
- Translated DRLs' requests into feasible test plans that can be met with our current architecture, while maintaining scalability
- Pivoted focus rapidly to assist team in meeting highest priority goals

 **Software Quality Engineer**
 **Apple**  2018  Cupertino, CA

- Analyzed requirements and developed test plans, test scenarios, and test cases
- Executed test cases for functional, validation, end-to-end, and regression testing for multiple applications
- Automated testing procedures utilizing a combination of CLI and UI automation
- Collaborated in building out a library of common functions used in automation by all members of the team
- Participated in bug review boards to triage and prioritize bugs

Independent iOS Engineer / Founder

 **Apex Studios**  2021-Present  Buffalo, NY

Key Project: Labre — Residential Home and Shelter Management Platform

- Architected and developed an Apple-platform application that centralizes resident intake and discharge, medication administration, incident reporting, document management, donation tracking, and compliance workflows.
- Delivered a consistent experience across iPhone, iPad, and Mac, including cloud-backed data access, offline support, and role-based permissions for multi-user organizations.
- Collaborated directly with a residential youth-services organization to translate complex operational and regulatory requirements into usable production features.

Skills

Swift, SwiftUI, Swift Concurrency, UIKit, Combine, Observation Framework, CI/CD, Testing, Dependency Injection, MVVM, Legacy Migration, Accessibility (WCAG, VoiceOver), Auth, State Management, Atlassian, OOP, Firebase, Real-time Sync, Javascript, Offline Consideration, Push Notification Management

Education

Bachelors of Computer Science
State University of New York at Oswego