

---

# SCOTT ANGUISH

[sanguish@me.com](mailto:sanguish@me.com)  
[www.attributedstrings.com](http://www.attributedstrings.com)

Vergennes, Vermont  
05491

## Skills

iOS Development  
macOS Development  
SwiftUI  
AppKit  
UIKit  
Swift  
Objective-C  
Technical Writer  
Xcode  
Git

## Profile

Software engineer specializing in iOS and macOS application development. 16 years of iOS development. More than 20 years of macOS development experience. 12 years as a professional technical writer, project lead.

## Highlights

### Swift Pipeline Engineer, Magnit, Inc. — August 2024-Now

Contracted to Apple's Marcom CGStudio, writing SwiftUI applications for CGI/VFX pipeline tools.

### Lead SwiftUI Engineer, Daysheets, Inc. — Jan 2024-Apr 2024

SwiftUI Engineer for the macOS and iOS applications used by high profile artists such as Olivia Rodrigo, JLo, Billie Eilish, Shakira, Alesso, and more.

- Implemented a new editor experience for daily events.
- Delivered a new flight grid experience for performant tour travel management.

### Staff iOS Engineer, Healthedge, Inc. — Oct 2021-Jun 2023

Staff engineer on the Wellframe iOS application used for healthcare coaching by several major insurance carriers.

- Delivered a new member resources feature that provided comprehensive benefits information to users.
- Implemented updated medication reminders widgets using SwiftUI.
- Assisted in the implementation of a new user progress feature.
- Refactored core technologies for long term maintenance.
- Wrote Paracord, an open source tool for type-safe, cross-platform, localization.

### Senior macOS Engineer, Aumkaara, Inc — Sep 2020-Apr 2021

Contracted to Apple, working on the macOS version of the internal Radar client. Responsible for bringing core business features forward to the new client.

### Senior Technical Writer/Software Engineer, Apple, Inc. — Dec 2002-Feb 2015

- Responsible for researching and writing conceptual books, programming guides, and API references.
  - Documentation responsibilities included: AppKit, UIKit, and Foundation, AVFoundation, Core Animation, and Core Graphics.
  - Worked closely with engineering teams to ensure documentation and sample code accuracy.
-

## Additional Positions

### Senior iOS Software Engineer, Insight Global, Inc. — Apr 2021-Sep 2021

- Contracted to Zipcar as an engineer on the Flexcar iOS application.
- Implemented the car pickup and unlocking flow as well as the document and identify verification process.

### Senior iOS Engineer, Inmar, Inc. — Sep 2019-Apr 2020

- Lead Architect and engineer of the MVP for an iOS SNAP/EBT app allowing SNAP clients to monitor their spending and manage their debit cards.
- Translated basic design plans into full iOS application, designed the user experience and interface for the application.

### Senior iOS Engineer, Various. — Nov 2018-Aug 2019

Freelance iOS software engineer for applications in the end-user, e-commerce space.

### Senior iOS Engineer, Jack Henry and Associates. — Jun 2017-Jul 2018

- Responsible for engineering, code auditing and refactoring a large Swift/Objective-C iOS banking application to facilitate future growth.
- The application is used by the customers of more than 200 credit unions across the United States, allowing small financial institutions to compete in the digital world.

## Publications

AttributedStrings, a personal site for articles about Apple development.

Stepwise.com, a NeXT and Apple developer-oriented web site that began in March, 1993 and ran for 14 years. It provided a central location for developers to announce as well as provide tutorials for building software for the NeXT, and after NeXT's acquisition, writing applications for the Cocoa platform.

Cocoa Programming, SAMS (Publisher), 2002. Cocoa Programming was a comprehensive introduction to the OS X development architecture and the Cocoa frameworks. The advanced sections of the book show the reader how to create Cocoa to modify the views, integrate multimedia, and access networks.

---