

JAY HICKEY

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WORK EXPERIENCE

Facebook / Seattle, WA

Staff iOS Engineer

December 2019 – June 2022

iOS Engineer and Technical Lead for Ray-Ban Stories. Built and maintained Facebook View companion app from scratch through launch. Led follow-on client infrastructure for future wearable app development, creating systems and setting technical direction for multiple teams working on unreleased wearable products.

- Founding engineer responsible for all user experience aspects of the app. Set architecture and development direction using modern technologies and patterns designed for testability: Swift, MVVM, Coordinators, Unidirectional data flow, and SwiftUI. These decisions put iOS consistently ahead of Android during development and shipped with a significantly higher CSAT score.
- Grew the team from scratch to 12 iOS developers. Directly mentored 4 engineers, all of which grew to become Senior Engineers and lead product efforts. Frequently coordinated cross functionally with Product Managers, Designers, Content Strategists, User Researchers, and Data Scientists to prioritize and set direction for the team.
- Defined engineering execution roadmap from inception, through all hardware validation milestones, to shipping to public users, to growing the app to over 100k users.
- Developed infrastructure for supporting unreleased wearable products with a focus on stability, modularization, leak prevention, and development velocity.

Senior iOS Engineer

June 2018 – December 2019

iOS Engineer and Technical Lead of Photos Experience on Facebook's News Feed.

- Building, experimenting, and shipping new photos experiences on Facebook.
- Created an improved caching layer for horizontally scrolling photo views, reducing cache hit failures by 46%, sessions with significant dropped frames by 1.24%, and out of memory crashes by 0.78%.
- Improved existing photos surfaces by focusing on user experience and performance, resulting in a 3.4% increase in meaningful social interactions on photos.

Uber ATG / Pittsburgh, PA

Senior iOS Engineer

August 2017 – May 2018

iOS Engineer

January 2016 – August 2017

iOS Engineer and Technical Lead on the Human Experience team within Uber's Advanced Technology Group. Built and maintained both backseat rider and vehicle operator iPad applications for self-driving vehicles. The apps have been used on over 2 million autonomous miles and 50,000 public Uber trips.

- Built apps from the ground up while following best practices for modern iOS development—MVC/MVVM, ARC, Auto Layout, Delegation, Observables, Localization, Logging, and Profiling.
- Collaborated with industrial and UX designers to create a great user experience, using both software and in-vehicle hardware. Routinely presented and performed demos to high-level management.
- Built and maintained Python applications to easily simulate on-board systems without vehicle deployment.
- Leveraged tools like Clang-Format, Clang AST, and Clang Static Analyzer to develop and maintain automated linter scripts, enforcing style and conventions with minimal overhead.
- Managed Jenkins CI jobs for unit testing, snapshot testing, and deployment of apps to MDM. Developed scripts for managing iPad configs and coupling app deployment to vehicle software.

GE Aviation / Cincinnati, OH

Software Engineer

August 2013 – January 2016

Software Engineering Intern

September 2011 – May 2013

Lead developer of file sharing service for aircraft engine designs, used internally by mechanical and material engineers. Promoted to lead halfway through project development and oversaw on-time customer delivery. Application praised for having one of the best user experiences of any software product at GE. Rotational Edison Engineering Development Program (EEDP) engineer and M.S. degree student.

NextG Networks / New York, NY

RF Engineering Intern

September 2010 – June 2011

Designed, implemented, and optimized Distributed Antenna System (DAS) cellular networks for AT&T, MetroPCS, Sprint, and Verizon. Led a 24-node AT&T design project and personally upgraded more than 2,000 nodes to LTE wireless technologies.

Hill-Rom / Batesville, IN

Hardware Engineering Intern

March 2010 – June 2010

Developed, designed, and verified fabrication of PCB modules. Documented verification test procedures to meet OSHA, ETL, and UL 73 standards. Contributed to digital logic circuit and schematic design, simulation, and testing for VersaCare side rail control boards from Rev 2 through final production.

SKILLS

INDIVIDUAL CONTRIBUTING SOFTWARE ENGINEER

EXPERIENCED: Swift, Objective-C, C, Python, Bash, Git

PROFICIENT: C++, Kotlin, Java, JavaScript/Node.js, PHP, PostgreSQL, MySQL

USED IN THE PAST: Rust, Clojure, C#/.NET, Ruby, Perl, MongoDB, CVS, Subversion

HARDWARE: Start to finish PCB development—breadboard prototyping, PCB layout design, dispatch of Gerber files to 3rd party fabricators, board verification, and testing. Experience with SPI, FSK, GFSK, OOK, CDMA, GSM, and LTE communication systems and protocols.

TECHNICAL LEADER AND MENTOR

Led teams of up to 12 software engineers, handling two simultaneous projects. Set team-wide engineering goals around product quality, test code coverage, and reliability while leading the team to achieving those goals. Steered team exploration and execution of improving photos experiences for billions of users on Facebook. Drove technical direction and vision for the in-vehicle screen experience in Uber Self-Driving cars.

Mentored 5 engineers to take on greater responsibilities and achieve senior level promotions at Facebook.

INDEPENDENT APPS

QuickSwitch

- iPhone, iPad, and Apple Watch app for conveniently controlling Belkin WeMo switches and light bulbs.
- Ranked #8 in the Utilities category on the App Store in May 2015.

Longboxed

- A comic book tracking iPhone app for longboxed.com.
- Featured by Apple in the App Store as one of the best comic apps for “Collecting and Conventions.”

That Movie With

- An iPhone app for finding common movies among actors.

EDUCATION

MS, Computer Science
BS, Electrical Engineering; Minor in Mathematics

University of Cincinnati / Cincinnati, OH (2015)
University of Cincinnati / Cincinnati, OH (2013)

INTERESTS

Aviation - Private Pilot
Travel Videography

Skiing
Running