

# Landon West

Software Engineer I - iOS

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## EDUCATION

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### University of Utah

Aug 2022 – May 2026

Bachelor of Science in Computer Science — GPA: 3.81

Salt Lake City, UT

- Relevant Coursework: Algorithms & Data Structures, Software Practice, Human-Centered Design, Computer Architecture, Web Software Development, Database Systems, Mobile Apps, Data Analysis

## EXPERIENCE

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### Software Engineer 1

Aug 2025 – Present

Crumbl

Lindon, UT

- Led iOS development on high-traffic features for Crumbl's iPad Kitchen app, used daily by 1,000+ stores.
- Revamped the Order Tickets experience with a focus on clarity, speed, and usability for in-store crew members.
- Collaborated cross-functionally with product managers, designers, backend engineers, and QA to ship polished, user-focused features.
- Visited store locations to observe real user behavior and iterate on product decisions based on feedback.
- Refactored Kitchen app authentication and backend endpoint routing to remove U.S.-only assumptions, enabling international expansion while migrating legacy UIKit flows to modern SwiftUI.

### Software Engineer Intern

May 2025 – Aug 2025

Crumbl

Lindon, UT

- Built a Delivery Management feature for Crumbl's in-store iOS app using SwiftUI, supporting real-time workflows across 1,000+ locations.
- Integrated MapKit and live task synchronization to visualize and manage delivery orders efficiently.
- Refactored legacy UIKit and SwiftUI code into reusable, maintainable SwiftUI components adopted across multiple iOS projects.
- Worked cross-functionally with backend engineers to design and ship GraphQL schema enhancements.
- Participated in daily stand-ups, sprint planning, retrospectives, and peer code reviews in an Agile environment.
- Demoted features to 100+ franchise owners, iterating rapidly based on real-world usage and feedback.

## PROJECTS

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### Hoops: Shooting Tracker | Swift, SwiftUI, SwiftData, WatchOS, iOS

Jan 2024 – May 2025

- Designed and developed a consumer iOS and Apple Watch app using SwiftUI and modern Apple frameworks.
- Implemented persistent data storage using SwiftData to track and analyze user performance over time.
- Built interactive charts and visualizations to surface meaningful insights and trends for users.
- Focused on intuitive UX and polished interactions to encourage daily engagement and habit formation.
- Published to the App Store for iOS and watchOS; currently rated 5 stars.

### Overthron: Mobile Chess | ReactNative, Expo, TypeScript, GitLab

Aug 2025 – Present

- Developing a cross-platform consumer chess app as part of a 4-person Agile capstone team.
- Implementing real-time multiplayer functionality allowing users to challenge and play against others.
- Collaborating closely with teammates to refine interactions and ensure a smooth, modern UX.
- Actively testing via TestFlight on iOS, with App Store and Play Store releases at the end of the semester.

## TECHNICAL SKILLS

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**iOS & Mobile:** Swift, SwiftUI, SwiftData, Core Data, Swift Concurrency, iOS SDK, watchOS, MapKit, React Native

**Languages:** Swift, Kotlin, Java, C++, C#, Python, SQL

**Backend & APIs:** GraphQL, REST APIs, MySQL

**Tools & Practices:** Xcode, Git/GitHub/GitLab, Agile/Scrum, Code Reviews, Docker, AWS, Figma, App Store Connect, TestFlight