

Andrew Abosh

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aabosh

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Technical Skills

Languages: Swift, Python, Objective-C, C, TypeScript, JavaScript, PHP, Java, HTML/CSS

Frameworks & Tools: UIKit, SwiftUI, AppKit, React, Xcode, VSCode, Kubernetes, Docker, Git

Design Tools: Sketch, Adobe After Effects, Adobe Photoshop, Zeplin

Work Experience

Apple | Software Engineering Intern

May — Aug 2021 / May — Aug 2022

- Developed password management features shipping on Apple platforms using **UIKit**, **SwiftUI**, and **AppKit**.
- Collaborated cross-functionally with multiple teams and prototyped a radically new AutoFill experience.
- Polished customer-facing interfaces and flows on billions of Apple devices by filing and fixing 60+ bugs.
- Selected from 17 interns to present my internship projects to Craig Federighi, SVP of Software Engineering.

Tulip | Software Engineering Intern

Sep 2019 — Sep 2020

- Built several core features for LiveConnect, an **iOS** messaging app built with **gRPC** and written in **Swift**.
- Architected and led front-end development of Tulip's video calling **React** app using **TypeScript** and **MobX**.
- Created **RESTful API** endpoints and fixed several bugs in Tulip's backend—comprised of **PHP** and **SQL**.
- Automated repetitive tasks by writing tooling in **Python**, saving countless hours for Tulip developers.

Beyond Media | UI/UX Design Intern

May — Sep 2019

- Utilized **Sketch** to design features for Circuit, a virtual tour SaaS used by several educational institutions.
- Prototyped, redesigned, and rebuilt the company website and the Circuit landing page with **Webflow**.
- Wrote, storyboarded, and animated product videos used in marketing material with **Adobe After Effects**.
- Designed and mailed a foldable, self-mailer print that advertised Circuit to hundreds of prospective clients.

Achievements

CTV News Interview & Meeting with Tim Cook | youtu.be/4Us8J5N1qpE

Jan 2018

- Recognized by Apple for my two iOS apps and passion for designing and developing great software.
- Led to a 1-on-1 meeting with CEO Tim Cook about the future of students coding and a TV interview on CTV.

WWDC 2017 Scholarship | Apple

Jun 2017

- 1 of 350 students selected to attend Apple's Worldwide Developers Conference in San Jose, California.

Projects

Tiles² | iOS | apps.apple.com/us/app/tiles/id1097012706

- A fun, aesthetically pleasing, fast-paced memory game developed in **Swift**, purely with **UIKit**.
- Over 100k downloads, peaked at #11 on the Top 100 Charts, and featured on the App Store.

Gradus¹ | iOS | apps.apple.com/ca/app/gradus/id1063184658

Education

University of Toronto | Honours Bachelor of Computer Science

Sep 2018 — Aug 2023 (Expected)