# Kyle Begeman

Principal Architect & Senior Apple Engineer

Hamilton, OH hello@kylebegeman.com linkedin.com/in/kylebegeman github.com/kylebegeman x.com/kylebegeman

Scan for the live résumé

## Profile

Ohio-based engineer working remotely, with 16+ years building production software and deep roots in iOS and Swift. I rebuilt AspectAvy's iOS and web apps and built its backend and production infrastructure, and have shipped at Dropbox. My work spans native apps, full-stack web applications, backend APIs, AI integrations, and developer tools, with a focus on clear architecture and rigorous testing.

## Selected impact

- **Embrace Pet Insurance: Built the iOS app solo from the ground up.** Designed and built the entire Embrace Pet Insurance iOS application from File New to App Store release as the sole developer, 100% in SwiftUI and The Composable Architecture, with a fully modular feature architecture, comprehensive test coverage, and the complete CI/CD and release pipeline.
- **Independent practice: Client products, platforms, and mentorship.** Since 2022, partnered with founders and product teams to ship native iOS apps in Swift and SwiftUI, built a Swift/Vapor workflow-automation platform with PostgreSQL, multi-tenant RBAC, and AI connectors (309 tests across 57 suites), and mentored Apple-platform developers at every level.
- **Loom: A workspace for coding agents.** Maintaining Loom, my fork of the open-source T3 Code, as the workspace I run coding agents in every day. I add my own features as separate packets on top of upstream, including a 3D editing workspace, a PCB design workspace, and reusable bots, in TypeScript and Effect across desktop, web, and server.
- **Author, instructor & educator.** Authored two iOS development books with Packt Publishing, taught five-star-rated Udemy courses to 1,000+ students, and built an educational YouTube channel with 1,000,000+ video views, helping developers worldwide grow their Swift and iOS skills.
- **Leafly: Full app rewrite (Objective-C to Swift).** Led a team rewrite of the Leafly iOS app to Swift using ReSwift, MVVM, dependency injection, and TDD, then partnered with IDEO on the UI, shipping without disrupting millions of users.
- **Dropbox: WWDC accessibility recognition.** Audited and overhauled VoiceOver and accessibility across the file browser, sharing, and notifications; the work was recognized by Apple and featured at WWDC.

## Selected experience

### Principal Architect

Nov 2024 — Present

Embrace Pet Insurance

Remote • Full-time

- Rebuilt the entire iOS application from the ground up as sole developer using SwiftUI and The Composable Architecture, owning architecture, modularization, the full CI/CD pipeline, crash reporting, and App Store release.
- Established a fully modularized codebase with isolated feature modules and comprehensive, targeted test coverage across the application.
- Delivered policy management, claims submission, document uploads, and real-time account information for pet owners nationwide.

### Principal Engineer & Consultant

Sep 2022 — Present

Independent Practice

Remote • Consulting

- Partner with founders and product teams across industries to design and ship native iOS apps in Swift and SwiftUI, from architecture and the latest Apple APIs through App Store release.
- Built and maintain a Swift/Vapor workflow-automation platform with PostgreSQL persistence, multi-tenant RBAC, built-in AI connectors, and a code-generation CLI, backed by 309 tests across 57 suites.
- Design and build my own products and open-source tools, including Loom, my fork of the open-source T3 Code control plane for coding agents, built with TypeScript and Effect, and the developer tools featured on this site.
- Publish educational content and mentor Apple-platform developers at every experience level.

### Senior iOS Engineer

May 2020 — Nov 2020

Tek Systems (via Lululemon)

Seattle, WA • Contract

- Embedded with Lululemon as a contract iOS engineer, implementing new features, optimizing the existing architecture, and maintaining a high-traffic consumer iOS application.

### Senior iOS Engineer

Oct 2017 — Mar 2020

Leafly

Seattle, WA • Full-time

- Managed a team rewriting the Leafly iOS app from Objective-C to Swift, adopting ReSwift (MVVM), extensive dependency injection, and a test-driven development methodology.
- Collaborated with the IDEO design studio to revamp the UI and interaction model, translating design-system specifications into production code.

### Lead iOS Engineer

Feb 2016 — Oct 2017

The Action Network

San Francisco, CA • Full-time

- Sole iOS engineer; built the entire sports-data application from scratch in pure Swift, owning core architecture, networking, data mapping, deep linking, and all UI.
- Designed the core data-processing layer for real-time sports statistics aggregation, ensuring low-latency updates across the UI.

### iOS Engineer

Jan 2015 — Feb 2016

Dropbox

San Francisco, CA • Full-time

- Joined the Dropbox iOS team via the CloudOn acquisition; shipped production features including file copy, link sharing, custom in-app notifications, and a keyboard extension, with unit and automation tests.
- Designed a custom forced-migration system for Dropbox for Business users, working directly with the Business team for a seamless enterprise transition.
- Accessibility work on the Dropbox iOS app was featured by Apple at WWDC.

## Skills

### Apple

Swift, SwiftUI, The Composable Architecture (TCA), UIKit, Swift Concurrency, RxSwift, Combine, Objective-C, Core Data, SwiftData, Instruments, App Store release automation

### Backend & Services

TypeScript on Node, Hono, Fastify, Vapor (Swift), Go, API design (REST and typed contracts), PostgreSQL, PostGIS, SQLite, Redis, WebSockets, Background workers

### Web & Frontend

TypeScript, React, Next.js, Vite, HTML / CSS

### AI & Developer Tools

Effect (TypeScript), MCP servers, LLM integrations, On-device models (Foundation Models), CLI tooling

### Platform & Delivery

Docker, Caddy, systemd, GitHub Actions, Git, Xcode

### Languages

Swift, TypeScript, Go, Python, Objective-C, Ruby (Rails)

### Design

Figma, Photoshop, Illustrator

## Education

BS, Computer Science — 2013
University of South Florida

AS, Computer Programming — 2011
Hillsborough Community College