

Nik Sawtschuk

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Technical Experience & Employment

January 2023 - April 2025

Senior iOS Engineer, **Square**: *Invoices*

- One of four iOS engineers on the Invoices team. Surface area: all aspects of **product development** for Square's invoices mobile product, including the separate standalone POS app on iOS. Invoices were responsible for the second highest processing volume at Square.
- Invoices iOS lead for Square SuperPOS unification project. Responsible for **planning and independently executing** a multi-phase rollout in an effort to consolidate the divergent POS products back into the central Square iOS app.
- Created applet for iOS which allowed creation, viewing, and sharing of **Contracts** for Square sellers.
- Helped develop and ship the first usage of Apple native In-App Purchases to the Square ecosystem by rebuilding the paywall experience using a new framework
- Responsible for on-call duties and leading critical incidents. Personally led and fixed multiple incidents which required an urgent patch to be shipped to the App Store and expedited through review.
- **Interviewed** iOS engineers: hands-on pairing sessions, on-site extensions, and behavioural experience sessions.

April 2020 - January 2023

Senior iOS Engineer, **Instacart**: *In-Store Fulfillment*

- One of two iOS engineers on the In-Store team for Fulfillment. Surface area: all aspects of shopping groceries including finding items, scanning, making replacements, talking to customers, and more.
- iOS owner of innovative new **Wayfinding** project: mapping physical stores and recording item locations in order to display a live map to shoppers while in store without using GPS.
- Shipped numerous impact-driven projects using **A/B testing** to improve various metrics related to in-store shopping like time shopped per item, refund rate, customer communication rate, tips earned, etc.
- Participant in the Engineering **Mentorship** program. Helped guide junior engineers from different backgrounds which led to several mentees receiving promotions.
- **Interviewed** iOS engineers for Fulfillment: initial iOS code challenge and full on-site challenges.

April 2019 - April 2020

iOS Engineer, **Instacart**: *Enterprise Mobile Platform*

- Helped bootstrap a new mobile platform for Instacart's white-label mobile offering.
- Developed new features using **React Native** and **Swift**.
- Created **Continuous Integration/Delivery** pipeline for building, testing, and deploying our Android & iOS application.
- Converted existing **Javascript** codebase to use **TypeScript**.
- Performed Code Reviews on **Github** to ensure quality and consistency.

May 2016 - April 2019

Intermediate iOS Software Developer, **Sensibill**: *Receipt Management*

- Grew the mobile team from 1 (*me!*) to 8.
- Developed new features for the mobile SDK in both **Swift** and **Objective-C**.
- Entirely rewrote and optimized highly custom Auto Capture feature in iOS SDK using **CoreImage**, **AVCapture** and other low level iOS APIs.
- Redesigned and refactored data layer of SDK to use **CoreData**.
- Set up **Continuous Integration** on **Jenkins** & **Bitrise** using **Fastlane**, and **HockeyApp**
- Created and maintained a suite of **Unit** and **Integration** tests using **XCTest**, **XCUITest**, **EarlGrey**, and **GTXMLib**.
- Created and maintained both internal and external documentation using **Jazzy**, integrated into our **CI** process using **Danger** and **GitHub Pages**.
- Ensured mobile SDK sufficiently met **WCAG Accessibility** standards.
- Worked on-site with clients both locally and internationally to help with SDK integration and configuration. Assisted with both the selling process for new clients and troubleshooting existing clients closely with the Client Services team.
- Mentored junior developers and co-ops.

August 2014 - May 2016

Full Stack Developer, **Sensibill**: *Receipt Management*

- Worked as part of the initial team of two full-stack developers, together with the CTO to grow the development team exponentially.
- Maintained and developed back-end (**Node.js**, **Mongodb**) and front-end web (**Angular.js**) solutions using Source Control (**Mercurial/Hg**) in an agile **Scrum** environment.
- Leveraged previous **iOS** development experience to create mobile BETA test application used to test and expand the Sensibill platform.
- Assisted in creating the existing mobile iOS SDK used by Financial Institution clients to integrate with the Sensibill platform.
- Worked with other teams to troubleshoot issues with the platform and develop useful new tools for operating on data.
- Created seamless offline demonstration iOS app for sales team to use with clients.
- Helped define company culture and recruit new developers.

May 2013 - December 2013

Software Developer, **Thumble**: *iOS Photo Sharing App*

- Collaborated with a team of developers & designers to maintain and publish new versions of Thumble to the App Store.
- Worked on the native **iOS** application using **Objective-C** and **XCode** through the use of Source Control (**Git**).
- Maintained a backend web server using **Python** through **Django**.
- using **PostgreSQL**, **redis**, and **Amazon AWS (S3)**.
- Designed, brainstormed, and created new ideas from their inception to final implementation and testing.
- In-depth testing, debugging and problem solving on all levels of the app and server.

Education

Fall 2011 - Fall 2015

Bachelor of Science (BSc), Computer Science, **Toronto Metropolitan University**

Fall 2018

User Interface Design, Part-time, **Brainstation**