

Aaron Sky

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Experience

Dropbox

Senior Software Engineer - July 2022 to Present

Migrated a large mobile codebase from Buck to Bazel for iOS development. Collaborated with the open source community to form solutions to the unique challenges of the Dropbox mobile apps. Supported the migration of a monorepo used by 60 developers from Phabricator to GitHub. Drove efforts to modernize and standardize tooling and infrastructure in a complex ecosystem to reduce toil.

Twitter

Senior Software Engineer - April 2021 to July 2022

Migrated the core A/V client codebase to Swift Package Manager. Developed tools for our A/V testing environment to reduce iteration time for new features. Drove increased adoption of Swift away from Objective-C to improve reliability.

Wayfair

Senior Development Platforms Engineer - April 2020 to April 2021

Migrated CentOS-based build infrastructure from on-premises data centers to autoscaled Google Compute instance groups on Google Cloud Platform (GCP). Leveraged new GCP autoscaling features to reduce infrastructure toil and eliminate scheduling-wait times for continuous integration. Collaborated across teams and functions in order to successfully leverage GCP in innovative ways at Wayfair.

Senior App Infrastructure Engineer - March 2019 to April 2020

Led a team of five to create tools to support the development of apps across Wayfair. Drove a substantial SCM migration across a distributed team of over 100 developers and over 20 repositories from Gitlab Enterprise to GitHub Enterprise. Designed a framework for more performant, reproducible iOS and Android builds on Buildkite. Supported transition to a weekly release of the Storefront iOS app.

iOS Platforms Engineer L2 - July 2017 to March 2019

Led a team of three to create tools to support the development of iOS apps in Storefront. Maintained and administered our Jenkins and Buddybuild continuous integration platforms on iOS and Android. Created a metrics platform for monitoring local and remote build performance, in order to identify trends and regressions. Collaborated with Release Engineering to run iOS endpoint deserialization integration tests against the backend deploy suite. Implemented product page Handoff into the Storefront iOS app and website.

SapientNitro

Mobile Developer - June 2016 to July 2017

Developed and published four apps to iOS and Android storefronts using React Native for a Fortune 100 insurance client. Served as the team's sole native-mobile specialist and release engineer. Created testing and release tools for teams to reduce development friction. Stood-up Jenkins cluster to create reproducible, concurrent app builds, and coordinated with clients to deploy to app stores. Utilized Agile methodology and Scrum to effectively respond to and pivot on client input.

Xamarin

Mobile Testing Intern - January to August 2015

Contributed UI tests to product sample automation suite and oversaw test runs. Filled and verified bugs in the Xamarin platform. Managed and enhanced internal QA infrastructure using Chef. Drove QA-side of launch of day one support for the newly released Apple Watch. Ported newly released iOS and Android samples to come from Apple WWDC and Google I/O 2015 to Xamarin.iOS and Xamarin.Android.

Skills

Languages: Swift, Go, Starlark, Objective-C, Python, Rust, JavaScript/TypeScript, Ruby

Mobile Platforms: iOS

Technologies: Bazel, Buck, Google Cloud Platform, Terraform, Puppet, Chef, Rails

Pipeline Automation Platforms: Buildkite, Jenkins, Buddybuild, Phabricator

Education

Rochester Institute of Technology, Golisano College of Computing and Information Sciences

Bachelor of Science in Game Design and Development, 2016