

Gregory Swan

iOS Software Engineer | Swift • SwiftUI • AVFoundation • StoreKit 2

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[Portfolio](#) | [LinkedIn](#) | [GitHub](#)

SUMMARY

iOS Software Engineer with hands-on experience designing, building, shipping, and maintaining native iOS applications using Swift and SwiftUI. Owns products across the full development lifecycle, including architecture, device integrations, asynchronous workflows, monetization, analytics, testing, App Store deployment, and post-release iteration. Experienced building applications that interact with real-world device capabilities including microphone audio processing, motion sensing, alarms, and barcode scanning. Product-minded developer with additional full-stack experience and a practical approach to AI-assisted software development.

WORK EXPERIENCE

Suncoast Publishing | Punta Gorda, FL

Software Developer / Digital Product Developer

Aug 2009 - Present

iOS Application Developer

Jan 2023 - Present

- Design, build, launch, and maintain native iOS products from concept through production release.
- Own product requirements, technical implementation, testing, analytics, monetization, App Store distribution, and post-release improvements.
- Translate user needs and product opportunities into technical solutions, evaluate tradeoffs, and iterate based on real-world usage.
- Build native iOS applications using Swift, SwiftUI, Apple frameworks, REST APIs, structured data models, and asynchronous application workflows.
- Earlier work focused on technical SEO and web development for clients; I still provide limited SEO support.

Featured iOS Applications

True Lock Tuner (App Store)

[View in the App Store](#)

Swift, SwiftUI, AVFoundation, StoreKit 2, RevenueCat, TelemetryDeck, Git

- Designed, built, and launched a production iOS guitar practice application using Swift and SwiftUI.
- Developed real-time microphone-based audio processing for pitch detection, tuning feedback, and live chord recognition.
- Designed state-driven application architecture and reusable SwiftUI components supporting free and premium feature sets.
- Implemented StoreKit 2 purchasing, entitlement handling, purchase restoration, and one-time Pro monetization.
- Integrated privacy-focused analytics to measure feature adoption and user behavior across core workflows.
- Performed simulator and physical-device testing, debugging device-specific and asynchronous behavior throughout development and release validation.

SnoozeLock (App Store)

[View in the App Store](#)

Swift, SwiftUI, AlarmKit, CoreMotion, StoreKit 2, Camera / Barcode Scanning

- Built and launched a mission-based alarm application using SwiftUI and Apple's AlarmKit framework.
- Developed challenge-driven alarm dismissal using math, typing, barcode scanning, step counting, and mission recall.
- Built native device integrations including camera-based barcode scanning, CoreMotion-based step counting, and device-dependent alarm behavior.
- Designed state-driven workflows supporting multiple challenge types and challenge sequencing.
- Implemented a one-time Pro purchase using StoreKit 2.
- Tested alarm behavior and device-dependent functionality on physical iOS hardware.
- Managed App Store submission, compliance, testing, and production release.

EDUCATION

General Assembly (New York)
Software Engineering Immersive

Oct 2022 - Jan 2023

SKILLS

iOS Development

Swift, SwiftUI, Xcode, StoreKit 2, AVFoundation, AlarmKit, CoreMotion, Combine, async/await

Architecture & Engineering

MVVM, REST APIs, Git/GitHub, analytics, debugging, physical-device testing, AI-assisted development

Distribution

App Store Connect, TestFlight, App Store submission, privacy/compliance, release management

Additional

JavaScript, React, Python, Django, PostgreSQL, AWS