

Timothy Bausch

About

I am an iOS Developer who is focused on building applications that enhance the lives of others. I have over one year of experience building iOS applications and four years of software and web development experience.

Contact

✉ timothy.c.bausch@gmail.com

☎ 585.713.7420

🌐 [linkedin.com/in/timothybausch](https://www.linkedin.com/in/timothybausch)

Portfolio

🔗 github.com/baus8650

🌐 timbauschdev.herokuapp.com

Skills

Swift and SwiftUI

Unit/UI Testing

Test Driven Development

CocoaPods

Git

Service

iOS Development Mentor

November 2021 - Present

Education

UC Santa Barbara

Music Theory, Ph.D.

Emphasis in Cognitive Science

Coursework only

University of Louisville

Music Theory, M.M.

SUNY Fredonia

Percussion Performance, M.M.

Music Composition, M.M.

Experience

Quizlet

iOS Engineering Intern

June 2022 – September 2022

- **Led the Quizlet Engagement Widget from prototyping to production.**
 - Implemented the widget as a hackweek project, where it received the "Most Shippable" and "Crowd Favorite" awards.
 - Worked to ship the feature as the engineering project lead and sole developer.
 - Collaborated with designers and a PM to productionize the feature.
 - Introduced the first integration of SwiftUI into the codebase.
 - In the first three weeks of launching, **8,791** unique users interacted with the widget.
- **Consulted with the design team to deliver redesigned UI.**
 - Integrated feature flags and A/B testing to maintain scheduled distribution.
 - Engineered views using custom CollectionViewCells, compositional layout, RxSwift, and unit testing.
 - Built a modular search module utilizing CoreGraphics to natively style the view.
 - Reformed the main logo to reflect the subscription status of the user and fixed misaligned elements on the home screen.

Projects



Music by Numbers 

November 2021 - Current

- Crowdsourced beta testing with TestFlight and shipped to the App Store.
- Engineered with CoreData, CollectionViews, TableViews, and CoreGraphics.
- Authored the JSON file containing all of the pitch class sets.

Fireside Locus

January 2021 - August 2022

- **Produced the companion iOS application.** 
 - Designed to consume the Fireside Locus API to store information in CoreData for retrieval without internet access.
 - Customized an algorithm to automatically generate weekly schedules reducing an eight-hour process to one.
- **Designed and developed the website.** 
 - Utilized Django and ReactJS to build a custom REST API to store camper and counselor data for the Luzerne Music Center.
 - Generates schedules for 60+ campers every week and exports the files to PDF for distribution.
- **Added authentication to ensure the protection of privacy.**