Timothy Bausch
iOS Developer

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About

I am an iOS Developer who is focused on building applications that enhance the lives of others. As a former teacher, I am passionate towards education and how students learn. I have over three years of experience building iOS applications and six years of software and web development experience.

Contact

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📞 585.713.7420

in linkedin.com/in/timothybausch

Portfolio

github.com/baus8650

timbauschdev.herokuapp.com

Skills

Swift and SwiftUI

MVVM/MVC

Combine

REST APIs

Unit/UI Testing

Test Driven Development

Firebase

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

Hospital Sisters Health System (HSHS) 🔗

Software Development Engineer   January 2023 – Current

- Introduced, developed, and shipped the Telesitter Assistance Program (TAP) application, delivering 50+ alerts daily with an average response time of 50 seconds.
    - Collaborated closely with the Director of Nursing and Nursing staff to deliver an effective and easy to use product.
    - Built an internal admin dashboard using React to provide real-time metrics.
- Advocated for architectural and design pattern enhancements to the CIO and Director of Digital Health & Innovation for the HSHS Communications application.
    - Implemented unit and UI testing for improved app reliability.
    - Integrated Combine and HealthKit frameworks.
    - Designed and launched a widget to consume HealthKit data.
    - Mentored senior engineers at the company in Swift, SwiftUI, and design patterns.
- Enhanced agile practices, redefined documentation strategies, and led GitHub best practices training.

Quizlet

iOS Engineering Intern   June 2022 – September 2022

- Led the Quizlet Engagement Widget from prototyping to production.
    - Shipped the feature as the engineering project lead and sole developer.
    - Pioneered the integration of SwiftUI into the existing codebase.
- Collaborated with the design team to deliver redesigned UI.
    - Integrated feature flags and A/B testing to ensure controlled feature rollout.
    - Engineered custom CollectionViewCells and compositional layouts using RxSwift, backed by unit testing.

Projects

Music by Numbers 🔗   November 2021 – Current

- Developed an iOS app leveraging CoreData, CollectionViews, TableViews, and CoreGraphics.
- Authored a comprehensive JSON file for pitch class sets.

Fireside Locus 🔗   January 2021 – Current

- Produced the Fireside Locus iOS application for the administrative team at the Luzerne Music Center
    - Engineered an algorithm to generate and export weekly schedules as PDFs for 60+ campers reducing an 8 hour task to less than one.
    - Implemented efficient camper/counselor management through CSV importing and exporting.