Thanh Huynh

Software Engineer
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Experience

iOS Software Engineer 03/2026 – Present
Associate Software Engineer 02/2025 – 03/2026
GameChanger (DICK'S Sporting Goods) · User Acquisition, then Shared Services & Integrations *Remote (NYC)*

- Led QR Code Team Sharing end-to-end on iOS as its tech lead: architecture, A/B design, attribution with Data & Analytics, 100% rollout on iOS/Android; V2 drove a stat-sig lift in new-account creation.
- Took over Event Sharing as sole iOS engineer during a teammate's 6-week leave; later grew it to 3 arms, fixed a TeamID bug corrupting results, and shipped the winner on a share-engagement lift.
- Drove the Face ID login launch: led a 26-case test swarm, built the release-monitoring dashboard, and co-ran the staged rollout, including a 10% to 0% safety rollback; live for 100% of eligible iOS users since 08/2026.
- Root-caused and fixed two data-integrity bugs in under a month: phantom iOS screen views on background launches inflating daily active users, and an Android onboarding choice that was never saved.
- On call, fixed the #2 Android crash with one R8 keep rule (0 recurrences), root-caused an iPad-only UI-test failure in nightly runs, and cut a noisy monitor's notifications to 0.
- Expanded into web (React, TypeScript, Storybook): merged 9 PRs (∼3.3K lines added) for a new admin feature, including themed design-system components with Figma Code Connect and an accessible WAI-ARIA tab bar.
- Caught two feature-flag bugs pre-rollout: a code-vs-console mismatch blocking a better reset-password flow and a fresh-install race, de-risked via a reversed gate (1% to 100%).

iOS Engineering Intern 06/2024 – 08/2024
GameChanger · 10-week internship, converted to full-time offer *New York, NY*

- Built experimental volleyball lineup and rotation features in Swift in the production iOS app; won the June 2024 company-wide hackathon and was featured in Built In NYC's internship profile.

Projects

Loopy · Co-Founder & CTO | *Swift, SwiftUI, Firebase, Xcode Cloud, fastlane, Next.js* 10/2025 – Present

- Co-founded a 12-game party app for iPhone (in TestFlight) as one of two technical founders; built its CI/CD on Xcode Cloud and fastlane (PR test runs, a TestFlight build per merge); wrote 612 of its 794 Swift tests.
- Built account deletion (TypeScript Cloud Functions, Firestore rules, Swift client flow) and privacy-first analytics (typed events, PII guard, hashed IDs); rebuilt loopy.games in Next.js, authoring 18 of its 20 merged PRs.

Honeydew | *SwiftUI, Swift 6, Supabase (Postgres, Realtime, Edge Functions)* 09/2026 – Present

- Built solo via an agentic Claude Code workflow and shipped on TestFlight: a couples app (photo wall, lists, push pings) with privacy enforced by Postgres row-level security on all 16 tables; 1,962 tests, 0 failures.

The Atlas | *React 19, TypeScript, Tailwind v4, Vite, Playwright, Cloudflare Pages* 05/2026 – 07/2026

- Designed and shipped solo an 11-section explainer of LLM internals with live temperature / top-p controls over an exact in-browser softmax decode; axe accessibility gate on every section, 194 unit tests, Playwright E2E.

Education

Boston University 12/2024
B.A. Computer Science, Minor in Innovation & Entrepreneurship

- GPA 3.90/4.00 · Dean's List (all semesters) · President, Phi Chi Theta business fraternity (50+ members)

Skills

iOS & Apple Platforms: Swift 6 (strict concurrency, Sendable, actors), SwiftUI, UIKit, CloudKit, async/await, Combine, XCTest, Swift Testing, XCUITest, TestFlight, accessibility (VoiceOver, Dynamic Type), Liquid Glass
Web & Backend: React 19, Next.js, TypeScript, Node.js, Supabase (Postgres RLS, Edge Functions), Firebase
Testing & Delivery: Statsig A/B tests, Datadog RUM, Xcode Cloud, fastlane, GitHub Actions, Playwright, Vitest
AI & Tools: Claude Code (agentic, subagent workflows), MCP (Figma, Notion), Python, SQL, Git, Jira, Figma