

# Jason Terhorst

## Staff iOS Engineer

312-316-0645 · yourstruly@jterhorst.com

Staff iOS engineer with 17+ years building fast, accessible, well-architected iOS apps (since 2008). I focus on architecture and accessibility, high-performance apps connected to web services, and helping teams ship maintainable code at scale.

## TECHNICAL SKILLS

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<b>Languages</b>	Swift (incl. Swift 6), Objective-C, C/C++, Ruby, JavaScript
<b>UI</b>	UIKit, SwiftUI, AppKit, Auto Layout, Core Animation, accessibility (VoiceOver, Dynamic Type)
<b>Architecture</b>	MVVM, MVC, modular app architecture, dependency injection, Swift Package Manager (SPM)
<b>Concurrency</b>	Swift Concurrency (async/await), Grand Central Dispatch
<b>Data &amp; Networking</b>	Core Data, REST APIs, URLSession, JSON/Codable, OAuth, Protocol Buffers, offline sync
<b>Apple platform</b>	Live Activities, App Intents, Core Image, StoreKit / In-App Purchase, Push Notifications (APNs), HealthKit, Keychain
<b>Cross-platform</b>	Kotlin Multiplatform (KMP), React Native, React, Ruby on Rails
<b>Testing</b>	XCTest, XCUITest, unit & UI testing
<b>CI/CD &amp; Tooling</b>	Fastlane, Match, GitHub Actions, Xcode, Instruments, Git, TestFlight, App Store Connect, feature flags, A/B testing
<b>Process</b>	code review, mentorship, leading teams through "AI transformation" with guardrails

## WORK EXPERIENCE

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### MyFitnessPal

January 2022 – present

*Staff iOS Engineer*

- With the elevation to Staff came more responsibilities among the iOS platform team.
- Owned the iOS CI/CD (continuous integration/continuous delivery) pipeline (Fastlane, Match, GitHub Actions) and served as the point person for build-system questions and improvements.
- Championed replacing a 15-year-old binary sync system with a new Kotlin Multiplatform sync SDK shared across platforms.
- Directed modularization of the iOS app into well-tested Swift Package Manager modules, and improved unit-test coverage across the team.
- Led the integration of an acquired app into the main MFP app, balancing speed with quality, reskinning the UI to fit the brand and integrating a new backend, all while delivering in 7 months.
- Led the refactor of the entire Premium and Premium+ StoreKit paywall experiences, enabling faster A/B iteration and fixing long-standing bugs in production.

### Climate Corporation

July 2017 – January 2022

*Senior iOS Engineer*

- Rejoined the FieldView Cab team, building new UI and features, spearheaded converting reusable portions of the app to Swift and building the XCUITest suite.
- Provided coaching and leadership as new iOS team members joined; documented the legacy codebase as we rapidly hired.

- Led the effort to refactor and replace portions of the legacy Objective-C codebase into documented, modular, unit-tested Swift, shipped to production in small, feature-flagged steps.

## **WorshipKit**

January 2014 – present

*Owner and sole developer*

- Built native iOS and Android apps, and a new React Native app for both platforms.
- Built a web app using websockets for real-time notifications, extended to send real-time SMS/MMS via an SMS gateway; migrated the frontend to React in 2019.
- Built infrastructure on Heroku, migrated to a Linux server on DigitalOcean, and automated Docker deploys via GitHub Actions.

## **Black Pixel**

December 2016 – July 2017

*Senior iOS Engineer*

- Senior developer on Swift-based iOS app projects for a client.

## **Precision Planting**

January 2014 – November 2016

*Senior iOS Engineer*

- Built UI for the FieldView Cab iPad app, managing Core Data sync and working with Google Protocol Buffer data over USB to MFi devices.

## **Ministry Centered Technologies**

July 2010 – November 2013

*Mobile Developer*

- Developed and maintained a shared Objective-C library for our 3 major iOS apps, handling OAuth, large file downloads, a JSON web service, background Core Data loading from JSON, and offline support.

## **American Bar Association, ABA Journal**

July 2007 – July 2010

*Web developer*

- Developed custom web apps on ExpressionEngine using PHP/MySQL, built features for the online edition of the monthly magazine, and managed daily operations of abajournal.com. Also created their first iPhone & iPad news-reader app.

## **EDUCATION & AWARDS**

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- Bradley University, B.S. in Multimedia (May 2007), GPA 3.5
- Apple WWDC Student Scholarship, March 2007, for contributing to an open-source Cocoa library.