JAN KLAUSA

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github.com/jklausa

@janklausa

EXPERIENCE

AUGUST 2022 - DECEMBER 2022
RUNWAY - SENIOR SOFTWARE ENGINEER (CONTRACT)

After 10 years of working on iOS apps, I was given opportunity to switch tracks and dive into the world of modern full-stack development. I worked on the React/TypeScript front-end, and made contributions to the go backend.

I led development of some significant new features in that time — including ability to edit screenshots that would be submitted to App / Play Store; and introduced ability to view an apps Feature Flags from within the Runway dashboard.

I wrote up my experience of changing tech stack for the company blog.

NOVEMBER 2021 - JULY 2022
IRL - SENIOR iOS ENGINEER

I fixed subtle and hard-to-track-down bugs, I worked on new features, and I helped pay back a significant amount of accrued tech debt.

Some of the most fulfilling work I undertook involved improving the developer experience for my teammates, making the CI more understandable and reliable, and introducing modern iOS techniques and tools to the project.

I also influenced and improved cross-functional collaboration processes, worked to reduce siloization, and improved how the overall product organization worked together.

I was affected by a round of 25% layoff that affected the company.

MAY 2021 - NOVEMBER 2021
GORILLAS - SENIOR iOS DEVELOPER

Joining the company shortly after it raised a Series B founding round, I jumped into setting up the iOS team for long-term success.

I set up the CI systems and processes, automated releases, and helped to get the new rider app into the hands of thousands of our delivery bikers; all while working on high-impact improvements and fixes to the customer app.

My last project was setting up the foundation for the ground-up rewrite and rebuild of the customer app.

JANUARY 2020 - APRIL 2021
CIRCULA - LEAD/SENIOR iOS DEVELOPER

Shortly after joining the team, I took over the responsibilities of moving the project forward as a sole iOS Developer on the team. From a major UI overhaul, improving the OCR and image editing flows inside the app, through to implementing major new business functions, I made sure what we shipped was high-quality, on-time and both pleasurable, and easy to use.

NOVEMBER 2017 - NOVEMBER 2019
AUTOMATTIC / WORDPRESS.COM - MOBILE WRANGLER (SENIOR iOS DEVELOPER)

I joined the team to help with building out the app for the most popular CMS in the world — WordPress; in a unique, fully remotely-distributed environment. My team led a concentrated effort to make the app more useful and reliable — resulting in projects that helped users manage Plugins installed on their sites, Restore their sites to an arbitrary point in time and help them associate a Custom Domain.
I also worked hard to make the Offline Posting experience better, and played a major role in rebuilding the entire Stats experience.

The app, as the CMS, is GPL-licensed and fully open–source — source code is available on github.com/wordpress-mobile/WordPress-iOS**.**

APRIL 2015 - SEPTEMBER 2017
CLUE / BIOWINK GMBH - iOS DEVELOPER

I was with the company through an explosive growth phase — our user base grew more than tenfold. We were a small team (up to five iOS engineers), that I helped to recruit and hire. I've played a role in almost everything you can do in the app today; some of the projects I'm proudest of include Clue Connect, our sync architecture and the complex data entry screen.

Lately, I focused more on infrastructure and architecture, helping my teammates be more productive. introduced Swift to our codebase, expanded our CI infrastructure and automated our release process.

SKILLS

– fluency in English, Polish, intermediate knowledge of German
– excellent knowledge of UIKit, Swift, Objective-C, fastlane, git, shell-scripting; quickly learning SwiftUI
– interest in functional programming, aviation and pop music