# Antonio Allen

iOS engineer crafting innovative, design-driven experiences for millions.

hello@antonioallen.me
github.com/antonioallen
antonioallen.me

## Experience

### Sr. iOS Engineer · Apple  July 2020 — Present

- Delivered 20+ high-fidelity, features, prototypes, and demos across Services. Partnered with product, design, and engineering to turn conceptual motion and interactions into production-ready experiences.
- Some of my work:
  - Podcast Transcripts: Spearheaded the complete prototyping effort, including word-by-word highlighting, synchronized scrolling, and tap-to-play interactions.
  - Apple Music Auto Mix: Authored a high-performance Metal shader to create seamless cross-fade transitions between album artworks for AI-generated DJ mixes.
  - Vehicle Motion Cues: Implemented a dynamic particle system on iOS and macOS using CoreMotion data to deliver responsive animations to help reduce motion sickness.
  - Tap to Cash / Tap to Pay: Implemented complex animation and state-management systems, with GCD, for a contactless payment experience. Incorporated disintegrating 3D geometry and particle effects created by our technical artists, to create an dynamic, intuitive, and responsive interaction.
  - Apple TV InSight & Multiview: Built interactive prototypes for tvOS features like InSight (real-time actor/character info) and Multiview (multi-stream sports viewing), solving complex UX challenges around visibility logic, dynamic resizing, re-ordering, and managing multiple video streams.

### iOS Engineer III · Bleacher Report  June 2019 — June 2020

- Engineered key user-facing features, including social integrations, user profiles, and onboarding flows increasing in-app social engagement by 20% in first 3 months. Tackled app modernization by strategically refactoring legacy Objective-C components while seamlessly integrating new features using Swift.
- Led a remote iOS team of 5, overseeing project execution and deadlines, conducting code reviews, and mentoring engineers to uphold best practices.

### iOS Design Technologist · Proteus Digital Health  October 2017 — May 2019

- Developed critical, user-facing features for a regulated medical application, focusing on patient onboarding, pill adherence, and scheduling leading to FDA approval of the world's first digital pill.
- Created a reusable UIKit design library, improving development efficiency and visual consistency, reducing common UI bugs filed by 50%.

### Software Engineer · Banyan Hills Technologies  May 2016 — October 2017

- Developed and launched iOS and Android POS enterprise apps for clients across industries ranging from golf to medical devices.
- Built Python-based monitoring tools for the large-scale IoT platform Canopy, tracking KPIs and system health to reduced mean time to detect issues by 30%.

## Skills

### iOS Development

Swift, SwiftUI, UIKit, AppKit, iOS, MacOS, tvOS, GCD, Swift Concurrency, AutoLayout, Metal, XCTests, Instruments

### Programming Languages

Swift, Python, Javascript, Node.js, HTML, CSS

### Libraries & Frameworks

React, Next.js, CocoaPods, Carthage, OpenAI, Gemini

### Tools & Platforms

Xcode, Sketch, Git, Android Studio, Firebase, Algolia, Figma

## Education

### Kennesaw State University

Bachelor of Science in Information Technology with a focus in Mobile and Web