Bradley Bernard

San Francisco Bay Area | github.com/bradleybernard | linkedin.com/in/bradleybernard | bradleybernard.com

Experience

OpenAI – Member of Technical Staff **Jan 2026 – Present**

Snap – Software Engineer **Oct 2024 – Jan 2026**

- Led on-device iOS super-resolution in Chat from proto-->prod: +7.3% quality lift, ~13% fewer low-quality sessions
- Architected & shipped WebVTT subtitles for For You iOS player; led cross-team integration: -60% player startup
- Raised media quality with 1080p uploads + skip transcode rollout, shifting public high quality mix at scale
- Launched & evangelized internal code-jump tool; drove adoption to 60+ engs / 40+ repos, ~3k uses/90d

VuxByte – Founder & CEO **June 2023 – Oct 2024**

- Developed ChattyButler, SwiftUI chat app with AI agents. On the App Store (iOS, iPad, Mac), 5-star rating, 16 MB
- Architected key chat features: text-to-speech, speech-to-text, suggested replies, in an async, performant manner
- Launched SplitMyExpenses: bill splitting web app in Laravel, Vue 3, & TypeScript, scaled to 10k users in 5 months
- Designed a React Native Expo mobile app: offline-first, efficient virtualized lists, in-app subscriptions & paywalls

Meta – Senior Software Engineer **June 2021 – June 2023**

- Delivered high-impact Messenger iOS features, elevating user engagement for Community Chats (0->1)
- Led cross-platform initiatives across iOS/backend/web, ensuring seamless integration + developer experience
- Raised reliability by scaling mobile test infrastructure + end-to-end coverage, improving app stability & perf
- Scoped large product initiatives w/ prod + eng leads; top code reviewer & mentor raising iOS quality bar

LinkedIn – Senior Software Engineer **November 2018 - June 2021**

- Architected mobile-first experiences for job seekers on the LinkedIn iOS app, working directly with PMs & DS
- Upheld iOS platform quality standards as a platform reviewer, ensuring high quality code from iOS code reviews
- Mentored, onboarded, and leveled up new iOS engineer hires into the organization, elevating their proficiency
- Automated & modernized code review workflows, dramatically enhancing company-wide developer productivity

PayPal – Software Engineer **August 2017 – November 2018**

- Developed features on the PayPal Business iOS app using UIKit and Auto Layout, following MVVM patterns
- Improved Jenkins CI pipelines to create iOS simulators on demand via simctl to speed up the testing stage
- Designed iOS push notifications architecture to handle parsing, validation, routing, and presentation logic
- Led iOS releases w/fastlane, Crashlytics, Loggly, TestFlight, Xcode, and internal tools to triage and fix errors

Education

University of California, Santa Cruz - Bachelor of Science in **Computer Science** **June 2017**

- Courses: Software Engineering, Computer Architecture, Data Structures, Discrete Math, Advanced Programming, Algorithms and Abstract Data Types, Assembly Language, Database Systems, Operating Systems, Compilers

Skills

Proficient in: Swift, Objective-C, TypeScript, JavaScript, PHP, MySQL, HTML, CSS, Python, C++, C
Experienced with: Bash, Ruby, Rust, Java