

Bradley Bernard

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

EXPERIENCE

Snap – Software Engineer

Oct 2024 – Present

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 complex, high-impact [Messenger iOS](#) features, elevating user engagement for Community Chats (0->1)
- Led cross-platform initiatives, ensuring seamless integration and dev experience across iOS, backend, and web
- Enhanced mobile testing infrastructure, integrated end-to-end tests for improved app stability & performance
- Collaborated w/product leads to design, trim, and scope large initiatives across the org and handoff to eng teams
- Consistently wrote high-quality code at pace, ranking as a top code reviewer, upholding engineering standards
- Mentored iOS engineers, fostering growth and knowledge sharing, while promoting best practices in mobile dev

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
- Reviewed & assisted in iOS efforts: improved testing, design patterns, iOS app architecture, & iOS build times
- 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
- Increased code feature coverage with robust iOS unit tests and iOS UI tests via XCTest to ship with confidence
- 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

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

SKILLS

Proficient in: Swift, Objective-C, TypeScript, JavaScript, PHP, MySQL, HTML, CSS, Python, C

Experienced with: C++, Bash, Ruby, Rust, Java

Loved frameworks: SwiftUI, UIKit, Vue.js, Laravel, Inertia, React, React Native, Expo