

Marko Crnkovic

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www.github.com/chih98

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www.mbobpro.com

Education

University of San Francisco

Computer Science

Bachelor of Science

2016 - 2020

Skills

Highly Proficient

Swift

iOS Libraries

Mobile Development

Proficient

React and React Native

JavaScript/TypeScript

Go

SQL

Java

Python

Objective-C

C

Other

Team Leadership

Project Management

Graphic/Interaction Design

Other

🍏 WWDC Scholarship
Recipient 2017 & 2018

Speaker at
Decision Sciences Institute
Conference 2018 & 2019

Holds Private Pilot License
with Instrument Rating

iOS Engineer

Grid | Mar 2021 - Present

- Owned the iOS app and CI architecture. Implemented a release process that the senior Android developer adopted.
 - Owned the company website and CI architecture.
 - Contributed to the internal admin website. Created multiple portals that the company uses to interface with the CashBoost product.
 - Contributed to the backend codebase owning features that exist across many domains.
 - Worked with the team to architect and build iOS, web, and backend components of multiple major features and entire product offerings.
 - Took initiative to research and implement solutions across multiple services that reduced manual workload and increased system performance.
 - Acted as a liaison and knowledge source between backend, design, frontend, business operations, and management due to my central position in the company.
- Swift, Objective-C, UIKit, Protobuf/RPC, Go, TypeScript, Redux, Azure, Kubernetes, Docker, Figma

Co-Founder

Clear Spaces | 9/2020 - 01

- Took ownership of brand identity and customer relations while maintaining a weekly release schedule while mentoring and coaching junior developers on the team. Produced marketing media such as 3D product animations, print ads, etc.
 - Reached ~\$10k per month revenue within 15 days of launching and maintained that during my time. The app was featured in 9to5Mac, iMore, and more and mentioned in Tech Crunch. All on a \$35 per month marketing budget.
- *Swift, Swift UI, UIKit, Node.JS*

Software Engineering Intern

Apple | May 2018 - Aug 2018

- Started development on an argument parsing library for Swift building on top of the Codable framework. (bit.ly/swiftargparse)
 - Collaborated with employees across multiple organizations for help with various implementation challenges. Worked with one other intern and used parts of their project to integrate unique features into mine.
 - Implemented and maintained project-wide coverage of unit tests.
 - Created an intern community on Slack that has over 1,500 members today and is still active.
 - Familiarized myself with many internal tools, org structures, and company culture.
- *Swift, Bash, Objective-C, Python Scripting*

Various Projects

Since 2015

Published 11 apps to the Apple App Store with titles ranging across iOS, iPad OS, and tvOS and many web projects.

- *Swift, React Native, Objective-C, React, Bootstrap, JavaScript, HTML/CSS, SCSS/SASS, MongoDB, Parse API, Firebase, and more...*