

Eskil Gjerde Sviggum

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Eager iOS and Web-developer with vast experience in Swift and mobile technologies. Been developing apps since 2014. Curious learner, with a passion for clean code. Making Objective-C screensavers in my spare time. Earned a WWDC Scholarship from Apple in 2019 and 2022.

Experience

IOS DEVELOPER, SHORTCUT, BERGEN (AUG 2022 ->)

shortcut.io

Had responsibility over full iOS apps and backend systems. Also, smaller features across many apps. Made waffles most Fridays to bring people to the office. Presented about less known commands, and tricks with LLDB during monthly knowledge-sharing sessions. Technologies used: MVVM, VIPER, MVC, Xcode Cloud, Combine, UIKit, RxSwift, Firebase

GNEIS, SHORTCUT (SEP 2022 - MAR 2023)

apps.apple.com/no/app/id6443584582

Users may buy tickets, subscriptions and open bouldering centers in the app. I had responsibility for full iOS codebase, backend and communicating with client. Technologies used: UIKit, MVVM + C, Private UIKit APIs, Firestore. Nestjs, CGP Cloud Run, Firebase Analytics.

BYDEL ALNA, SHORTCUT (MAY 2022 - JUN 2023)

apps.apple.com/no/app/id6448723413

AppClip delivery for Oslo municipality educating daycare workers about best practices. Technologies used: AppClip, Universal links, UIKit with MMVM + Coordinators.

FULLSTACK, ROCKETFARM, SOGNDAL (JUN 2021 - AUG 2023)

rocketfarm.no, myrobot.cloud

Part time job working on frontend and backend solutions for a palletising management and simulation platform. Technologies used: Angular, TypeScript, RxJS, GraphQL, Hasura, PostgreSQL, Java. Agile development with JIRA and Kanban.

[HOBBY] SKIING TRAILS (JAN 2024 ->)

<https://apps.apple.com/no/app/skiing-trails/id6475241338>

iOS app to see nearest cross-country skiing trails in Norway. Peaked on 36th place in the Navigation top list on the Norwegian App Store. Technologies used: MVVM + C, UIKit, SwiftUI, REST

[HOBBY] STØLSTRIMMEN (MAY 2021 ->)

<https://www.stolstrimmen.no/>

iOS, Web, and Android app for hikers in Jostedal to register hikes, earn rewards and compete on the leaderboard. Project also included website and Admin dashboard. Technologies used: Svelte, Rollup, vanilla HTML/JS/CSS, Firebase.

[HOBBY] SPEAXER (JAN 2023 ->)

e-skils.com/Speaxer/

Enables users to collaborate on playlists and play back using Apple Music. Currently implementing support for Spotify playback, using swizzling and private APIs to overcome bugs in Spotify's SDK. Technologies used: MVVM + C, UIKit, Swift Async/Await, Firebase.

Awards

APPLE SWIFT STUDENT CHALLENGE (2022)

github.com/Eskils/iCompress

Given to students who submit an outstanding iOS app. My app showcased common technologies used in lossy image compression—DCT, chroma subsampling, and dithering. Most algorithms run on GPU in Metal for performance. The idea for this project emerged from an interest into applications of the Fourier Transform. Reducing the size of the luma-channel (brightness) is done by converting the rows and columns into waves, where waves of higher frequency—i.e. fine detail—may be removed to save space. In addition, color data can be stored at a lower resolution as our eyes are less sensitive to sudden color changes.

APPLE WWDC SCHOLARSHIP (2019)

github.com/Eskils/WWDC19Scholarship

Free attendance to WWDC given to students who submit an outstanding Swift Playground. I made a project with a bird that could be programmed by the user to move forward, or turn in any angle to draw lines where it went—similar to turtle. The playground had demos of what the bird could draw: simple shapes, spirals, and text, I also mad the demos work in Augmented Reality.

Education

AUG 2020 - MAY 2022

International Baccalaureate, Bergen Katedralskole

Skills

Swift, Objective-C, TypeScript, Java,
UIKit, SwiftUI, Angular, Svelte
Metal, Combine, RxJS
MVVM, MVC, VIPER
Git, CI/CD, Xcode Cloud, LLDB
JIRA, Github Actions
Firebase, PostgreSQL, Hasura,
Swizzling, Private APIs, Reverse engineering

Languages

Norwegian (Native)
English (Fluent)
Polish (Elementary)
Dutch (Elementary)

Articles

Configuring app updates with Sparkle in MacCatalyst: medium.com/better-programming/configuring-app-updates-for-mac-catalyst-apps-with-sparkle-beef7a90a515

Create your Xcode Cloud workflow: medium.com/better-programming/how-to-create-your-xcode-cloud-workflow-cd03816bedb8

Using Metal in Swift Playgrounds: medium.com/better-programming/using-metal-in-swift-playgrounds-4-e100122d276a