

Nicholas S. Perkins

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Summary Statement

Senior iOS Engineer with deep expertise in building Swift/SwiftUI apps for SaaS platforms. Proven in modernizing Objective-C codebases, leading Agile teams, and delivering high-quality apps in regulated industries. Experienced in cross-platform development (React Native, GraphQL), CI/CD, and product collaboration. Driven to ship maintainable, design-aligned experiences that serve users and business goals.

Work Experience

Senior iOS Engineer - Headway.io, Green Bay, WI (Remote)

January 2025 – Present

- Modernizing a legacy iOS codebase by rewriting Objective-C modules in Swift and SwiftUI while preserving business logic and improving maintainability.
- Developing a new React Native mobile app using native CLI and GraphQL for a high-profile SaaS client.
- Creating a Swift package to convert tokens design theme into native Swift types, aligning legacy UIKit components with the design system.
- Collaborating with product, design, and development teams in Agile sprints, retros, grooming, and roadmap planning.
- Writing technical documentation for handoff and knowledge transfer to client engineering teams.

IT Development Operations Manager - American Heritage Girls, Cincinnati, OH (Remote)

January 2024 – November 2024

- Led cross-functional IT projects managing internal databases, PHP-based web apps, and marketing websites.
- Ensured GDPR, HIPAA, and PCI compliance across all systems and services.
- Resolved issues in a Yii2-based membership platform serving thousands of users.
- Managed vendor relationships, budget forecasting, and technical decision-making.
- Mentored junior developers and implemented productivity processes across the team.

Development Manager & Lead iOS Engineer - Codesmith Development LLC, Atlanta, GA (Remote)

July 2021 – September 2023

- Led a team delivering mobile and SPA projects using Swift, SwiftUI, Laravel, React Native, and Vue.js.
- Shipped several Swift/SwiftUI iOS apps and maintained a complex RxSwift-based legacy app.
- Built and maintained CI/CD pipelines for automated testing, releases, and QA workflows.
- Acted as client liaison and project planner to ensure product alignment and team efficiency.

Head of Mobile Engineering, iOS Engineer & Consultant - San Francisco, CA (Remote)

October 2018 – November 2021

- Directed and contributed to the development of three award-winning iOS apps built with Swift, SwiftUI, and Mapbox/DJI SDKs
- Supervised a mobile engineering team, managed timelines, and supported FAA Part-107 compliance.
- Balanced long-term scalability with rapid iteration in a startup SaaS environment.

Mobile Application Developer - Raleigh, NC

June 2017–May 2018

- Developed iOS features for drone flight planning and aerial data capture using Swift, Objective-C, MapKit, and DJI SDKs.
- Delivered app updates in response to FAA regulatory changes and expanding drone hardware support.
- Participated in Agile sprints, QA testing, and code reviews to ensure stable field deployments.
- Contributed to legacy code refactoring efforts to improve app stability and performance.
- Supported CI/CD automation using Jenkins and internal tooling to streamline releases.

Education

Georgia Institute of Technology – M.S. in Computer Science (*In Progress*)

January 2023 – Withdrew Temporarily

Completed graduate coursework before pausing program for personal reasons. Intend to resume studies in the future.

The Iron Yard – Certificate in Mobile Engineering, Swift & Objective-C

2016

Completed immersive bootcamp focused on developing iOS applications using Swift, Objective-C, Core Data, Firebase, and 3rd-party APIs. Trained in version control, collaboration workflows, and Xcode tooling.

Southeastern Baptist Theological Seminary – M.A. in Intercultural Studies (Orality Track)

2009 – 2011

Completed 30 credit hours of online graduate coursework while living overseas to support job requirements in missions-related roles.

Judson College – B.A. in Biblical Studies & History, Minor in Secondary Education

2004 – 2008

Piedmont Community College – A.A.S. in Computer & Information Sciences

1998 – 2001

Personal Projects

ScoreboardTV - [App Store](#)

Creator & Lead Developer - tvOS & iOS SwiftUI Applications

- Developed an iOS and tvOS app that transforms Apple TV into a customizable scoreboard for basketball and other sports.
- Built using Swift and SwiftUI with a focus on clean UI, responsiveness, and real-time control via a companion iPad app.
- Offers team name editing, custom colors, period tracking, possession arrow, and bonus indicators.
- Designed for schools, churches, and gyms; available with a free trial and subscription pricing.
- Learn more: storyrocket.io/scoreboardtv

Food Genie - Product Website

Creator & Lead Developer - Swift iOS Application

- Originally built as a web tool for coworkers while at Electronic Solutions, later reimagined as an iOS app using Swift and Cocoapods.
- Solves the “where should we eat?” problem by randomly picking local restaurants based on user preferences.
- Featured on TWIT.tv's *iOS Today* with Leo Laporte and Megan Morrone ([YouTube](#)), and named a Top 10 iOS App of February 2017 by PhoneDog ([Video](#))
- Showcased on Product Hunt: <https://www.producthunt.com/posts/food-genie>

Skills

Expert (★★★★★): Swift, SwiftUI, Combine, UIKit, Async/Await, MVVM, Git, Agile Leadership

Advanced (★★★★☆): GCD, ARC, Concurrency, Thread Safety, Objective-C, Core Data, Map SDKs, CI/CD, Project Planning, PHP, SQL

Familiar (★★★☆☆): Swift Algorithms, JavaScript, React Native, GraphQL, AWS, Figma, Python, Laravel, Vue.js