

Sneha Vaswani

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Objective: Become a product manager to continue to grow and develop my leadership and technical skills

Work Experience

Apple – Software Engineer (*August 2018 – Present*)

- Drive results for several full stack products that involve automation engineering, web and mobile development
- Engineer/PM responsible for shipping performant iOS, macOS & watchOS releases with great battery life for consumers
- Solve performance and battery life issues which drove to increase customer retention
- Lead PM/designer/engineer for a major macOS internal tool

Apple – Software Engineering Intern (*May 2017 – August 2017*)

- Software Engineering Internship: iOS Power and Performance
- UI automation and integration into iOS

Intuit – Software Engineer (*June 2016 – December 2016*)

- Software Engineering Co-Op: Quick Books Online Quality Engineering Team
- Worked on implementing tools to understand the resiliency patterns for Quick Books services wrapped in Hystrix
- Integrated a “destructive proxy” that introduced artificial latency into several web dependencies which allowed engineers to expose and resolve performance issues
- Developed a Docker platform with existing CI pipelines to scale builds, deployments and increase developer productivity
- Helped create automation to migrate internal source control from Perforce to GIT
- Saved developers hours of time and resulted in more business productivity

FriendlyU – Android Developer (*2015 – 2017*)

- A startup that connects high school students to college students to help them with their choice of university
- Lead PM/developer/designer focused on maintaining the full functionality, look and feel of the Android application
- Led company meetings that drove UI/UX decision making and results based on user empathy

iCanCode School – Coding Instructor (*2015-2018*)

- Teach coding concepts to children grades 1-12
- Created engaging lesson plans, communicated with parents and organized schedules and curriculums
- Learned that I was passionate about teaching, coaching and developing young technical minds
- Facilitated and organized large scale local youth hackathons

Education and Training

Rochester Institute of Technology (*2014 – 2018*)

- **Bachelor of Science** in *Game Design and Development*, *cum laude*
- **Minor** in *Mobile Development* and an **Immersion** in *Digital Literature*
- RIT Presidential Scholarship - Dean’s List Recipient - Honors: *cum laude* GPA: 3.50
- Member of **Women in Computing**, **Computer Science House** and **codeRIT**

Rutgers University Douglass Science Institute for Women (*2009 – 2013*)

- Summer camp for women interested in leadership and STEM fields
- Engineering and problem solving projects
- Examples: engineering bridges/boats, problem solving puzzles, experimenting with submarine drones

Accomplishments

Women in Computing 2014-2018: Executive board member, lead organizer for WiCHacks (All women’s 24 hour hackathon)

codeRIT Logistics Director 2015-2017: Lead organizer for BrickHack (RIT’s hackathon club)

Key Club International 2013-2014: President (Volunteering and community service organization)

Qualifications and Technical Skills

Software: Python, Swift, React, Git, HTML/CSS, JavaScript, C#, Java, Objective C, C++, Angular, XML, JSON, Docker, Bash

Experience with: Xcode, Android Studio, IntelliJ, Visual Studio and Microsoft XNA, Unity 3D, GitHub, Perforce, Jenkins, RIO