

CLAYTON RIECK

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[GitHub](#) • [Website](#)

EXPERIENCE

WeWork

Software Engineer

2019 - Present

NYC, NY

- Lead the efforts on iOS for supporting image attachments on support tickets leading to a reduction in ticket resolution times in various locations.
- Lead the redesign effort of the guest sign-in kiosk on iPad on both a visual and implementation level through a rearchitecting of the code and spreading knowledge on how to do progressive refactoring of legacy code while making it more testable.
- Educated and mentored fellow engineers on my team and other teams across the organization on software engineering best practices, testing principles and methodologies and Continuous Integration/Delivery practices.

NBCUniversal

Software Engineer

2017 - Present

NYC, NY

- Part of the NBCU *Tech Incubator Group* responsible for discovery, experimentation and setting the direction for iOS app architecture, CD practices and monitoring
- Developed the initial platform BFFs (Backend For Frontends) in Elixir to alleviate the chatty client problem, reliability and availability issues experienced through integrations with third party dependencies
- Deployed the BFFs on AWS utilizing EC2, ECS, Api Gateway, CloudFormation and Route53
- Built upon our automated AWS deployment tool, drogon, to support the deployment of headless tasks and added the ability to configure application autoscaling resulting in faster delivery and increased reliability and availability of services
- Setup initial Grafana graphs for the BFFs utilizing Prometheus as a source of metrics and PromQL for populating graphs
- Built the pipeline infrastructure from scratch for our iOS apps on GoCD to support CD with different levels of safety checks and code coverage metrics
- Added Consumer Driven Contract (CDC) Tests to the iOS apps and BFF using Pact and deployed the necessary infrastructure to host the Broker along with creating new CD pipelines for performing contract validation between the two platforms
- Lead the implementation efforts to support Apple SSO for TV Providers on the 9 brands we own for iOS

SoundCloud

iOS Developer

2016 - 2017

NYC, NY

- Developed and launched SoundCloud Go on iOS. Lead the development of UI components as well as refactoring of the existing payments codebase into its own feature framework in Swift.
- Implemented stream-based advertisements on iOS and the backend (Scala). Pioneered the adoption of Swift for the Ads Engineering team with this new feature.
- Lead the effort in NYC to modularize the iOS teams codebases and furthering the adoption of Swift while spreading best practices.

The Hackerati

iOS Developer

2014 - 2016

NYC, NY

- Developed Personal Black Box's first consumer product written entirely in Swift. It aims to help customers cut down on their energy usage by providing them with promotions while also incentivizing them with personalized goals they can complete via the promotions.

- Developed an admin interface in Angular JS for Bluestream Health customers to manage departments, people and their roles, and translators.
- Contributed major functionality and new UI to the existing SOLS medical app (SOLS Rx), and helped lead the development of the new consumer app written entirely in Swift.
- Reestablished the NOGGIN brand for Nickelodeon via the NOGGIN App, a subscription based application. This app was the first of its kind for Nickelodeon and Viacom and pushed them into the cord-cutting market for the first time.