

EDUCATION

The University of Scranton, *Bachelor of Science in Computer Science*
Redington Scholar (full academic scholarship)

Scranton, PA
Aug 2016- May 2020

SKILLS

Languages: Swift, Objective-C, C, Kotlin, Python, Java, Javascript

Tools: Xcode, Android Studio, Postman, Git, Photoshop,

Technologies: SwiftUI, UIKit, Combine, RxSwift, RxKotlin

Other:

- Strong knowledge of architectural patterns such as MVVM, MVC
- Unit and UI testing, Debugging methods and tools
- Front-end and back-end platform experience
- Relational and non-relational database system experience
- Agile and Scrum workflow development

Soft skills: strong presentation skills, oral and written communication, mentoring, problem solving

WORK EXPERIENCE

Senior Software Engineer, Mobile iOS | Constant Contact, Boston MA

April 2022-Present

- Senior lead of iOS development team for the release of second-generation cross platform editor (SwiftUI).
 - conduct planning of tickets, and coordination with the Android team to ensure cross platform compatibility
- Maintaining Toolkit (iPad & iPhone) and ListBuilder (iPad) apps.
- Lead migration of main project (Toolkit) from Cocoapods to use Swift Package manager
- Open sourced a SwiftUI bottom sheet component built for iOS 14 + used throughout the second-generation editor. (Github)
- Worked closely with UX on several projects including, animated onboarding overlays, defining a Design System for the app and providing guidance on newer APIs, such as the Context Menu.
- Lead dev on onboarding flyouts guide swift package (FlyoutsKit) library to be inserted into any SwiftUI screen and used to provide guidance and tips to users as they navigate the app.
- Lead maintenance of 90% + unit testing coverage on all viewmodels and testable code.
- Lead the development of a large refactor on the app's campaign list, providing deep linking into email, social and sms campaigns with full functionality.
- Collaborate with QA team during the maintenance of the teams pipeline through Jenkins and writing UI Tests
- Lead development of multiple POCs including: Widgets, Watch apps and architectural design proposals.
- Built the company's first mobile AI Content Generator, interfacing with an API to generate entire emails to then be edited by our cross platform editor and scheduled.

Software Engineer II, Mobile iOS | Constant Contact, Boston MA

July 2021- April 2022

- Lead the development for the release of a mobile first feature using SwiftUI and UIKit, Combination Campaigns - enabling users the ability to send an email and post to social accounts at the same time.
- Improved the health of the code base through refactors, code and project up.
- Ported second-generation cross platform editor from Kotlin to Swift and SwiftUI, building out multiple editors for email campaign editable block editors: Image, Spacer, Divider, Button, Text, Social Follow, Social Share
- Built a reusable HSB Color Picker in SwiftUI.

- Lead remodel of email campaign, Text Block Rich Text Editor including functionalities of: strikethrough, bold, italic, underline, superscript, subscript, ordered and unordered lists, alignment, background and foreground colors, fonts, font sizes, headline styles and hyperlinks.
- Lead work porting ObjC code to Swift, bringing the app to over 97% Swift code.
- Organized team lunch & learn events and mentored an iOS intern
- Wrote documentation around SwiftUI, the MVVM pattern, and unit testing for new and existing team members.

Software Engineer I, Mobile iOS | Constant Contact, Boston MA

July 2020- July 2021

- Lead developer for new features to the Rich Text Editor, including support for custom headline styles
 - Created a parser to parse html to AttributedString into various headline and paragraph styles.
- Lead developer on a UIKit reusable side-modal for Dynamic Content Preview Options panel within TextEditor / HTML Renderer with a custom UIViewControllerTransitioningDelegate
- Lead and set Accessibility standards within the application
- Maintain Jenkins pipeline handling beta and release builds.
- Forked and maintained a Mustache library built for Swift for custom HTML renderer (Github)
- Contributed to a repo owned by Okta to support Two-Factor Authentication. (Github)
- Contribute to ticket writing for Non-VoC and VoC (voice-of-customer) features.
- Execution Owner (Lead Dev) on Contact Segments (allows users to segment their contacts into groups),
 - Responsibilities include: writing tickets and working cross-functionally among departments to ensure productive and accessible use for developers to work from inception of feature to end

Intern Software Engineer, Mobile iOS | Constant Contact, Boston MA

June 2019- Aug 2019

- Strong knowledge of Reactive Technologies such as RxSwift through the MVVM design pattern via ReactorKit, writing numerous Unit and UI-Tests.
- Worked as part of a cross-functional, mobile scrum team, contributing to the development of features that allow customers to create, schedule, and manage email marketing campaigns using mobile iOS and Android apps.
- Maintained health of the codebase through appropriate refactoring and improvement of existing functionality and code reviews

iOS intern | ROBUS, Dublin, Ireland

June 2018- Aug 2018

- Designed, and built the “Humanitas” IOS/Android apps to connect to a Bluetooth wall controller for control of indoor light temperature over a day to restore the circadian rhythm; programmed in C
- Provided a detailed instruction manual explaining the Bluetooth/smartphone communication process.

Technical Consultant | University of Scranton, Scranton, PA

Jan 2017- May 2020

- Manage the University of Scranton’s content management system and provide tutoring to students/professors on how to use the Brightspace system.
- Write programs to automate processes to analyze data within the University of Scranton.

LEADERSHIP, AWARDS & ACHIEVEMENTS

Personal:

- WWDC 2020 Swift Student Challenge Recipient by Apple
- Finalist in the 16th and 17th NEPA Annual tecBridge Business plan competition (2018, 2019)
- Listed as one of Ireland’s top 20 young entrepreneurs. (2015)
- Apple’s top 20under20 (2015)

University:

- Director of the University of Scranton Computer Science Honors Society, Upsilon Pi Epsilon (2020-2021)
- Director of Technology on Student Government at the University of Scranton (2019)
- International Senator at the University of Scranton (2018 - 2019)
- University of Scranton, Irish Society Vice-President (2017 - 2020)

Publications:

- ManySheets – A list of custom SwiftUI bottom sheet components: <https://github.com/GlennBrann/ManySheets>
- SideMenu – A SwiftUI side menu interactive control: <https://github.com/GlennBrann/SideMenu>
- Patrick V. Kelly, Phd, Glenn Brannelly et al, 2019: 80-20 Vision HCL: How to Conduct an Orchestra of Tunable White Lights to Deliver Affordable Human Centric Lighting, Luger Research e.V.