

# Brandon Jenniges

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Senior iOS engineer with 10+ years of experience building across the spectrum, from being the sole mobile dev at early startups to building payments infrastructure handling millions of transactions. I care about craft, I like hard problems, and I own what I build.

## SKILLS SUMMARY

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- **Languages:** Swift, Objective-C, Java, Kotlin
- **Frameworks:** SwiftUI, UIKit, Combine, Async/Await, Core Data, MVVM, XCTest
- **Tools:** Git, GitHub Actions, Xcode, Instruments, Datadog, Claude Code, Bazel, Fastlane, REST APIs
- **Platforms:** iOS, Android

## EXPERIENCE

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- **Square (Block)** Remote  
*Senior iOS Engineer, Developers Mobile* *Feb 2023 – Feb 2026*
  - **Mobile Payments SDK:** Developed and maintained features across multiple SDKs used internally by Block and by third-party developers to process millions of payments per week using Square hardware, including offline payment capabilities.
  - **New Payment Method:** Led iOS development of a new payment method integrated into the Square Point of Sale app enabling buyers to apply funds from third-party partner programs toward purchases.
  - **Observability Infrastructure:** Designed and led the observability architecture for the Mobile Payments SDK, shifting the team from reactive to proactive incident response and enabling confident, reliable rollouts. Significantly reduced on-call response time and served as the blueprint for the Android team.
  - **SwiftUI Adoption:** Drove SwiftUI support across SDKs, ran internal training sessions, and paired with teammates to accelerate adoption of modern UI patterns.
  - **Agentic AI Workflows:** Served as AI Champion for the team, pioneering agentic development workflows using Claude Code and git worktrees to parallelize tasks and increase development velocity. Mentored teammates on adopting these workflows.
- **GameStop** Remote  
*Senior iOS Blockchain Engineer* *Feb 2022 – Dec 2022*
  - **GameStop Wallet:** Built functionality for the iOS Wallet app including viewing, sending, and managing ERC-20 tokens and NFTs on Ethereum mainnet and Layer 2 networks.
  - **Architecture Modernization:** Led efforts to modernize app architecture using SwiftUI, Combine, and Async/Await, mentoring junior engineers on modern iOS development practices.
  - **Testing Standards:** Established best practices for unit and UI testing using XCTest, laying the foundation for a more reliable and maintainable codebase.
- **Microsoft** Remote  
*Software Engineer 2* *Dec 2020 – Feb 2022*
  - **Activity Feed:** Served as iOS DRI for the activity feed feature, collaborating with Android and server teams to ship real-time in-app notifications for comments, likes, and video activity to millions of users.
  - **SwiftUI and Accessibility:** Established team best practices for SwiftUI and Combine. Ensured the app adhered to strict accessibility standards to maximize reach and usability.
- **Bleachr, LLC** Minneapolis, MN  
*Senior Mobile Software Engineer / Lead Mobile Design Architect* *Apr 2016 – Dec 2020*
  - **TennisONE and Bleachr:** Led iOS development of the TennisONE and Bleachr apps, driving key features including a rewards store, in-seat ordering, and home screen feed across a growing mobile team.
- **Jump Technologies, Inc.** Minneapolis, MN  
*Mobile Software Engineer* *May 2015 – Apr 2016*
  - **iOS and Android Development:** Built and maintained iOS and Android features for enterprise mobile applications as the sole mobile developer.
- **Menards, Inc.** Eau Claire, WI  
*Mobile Software Engineer* *Sep 2013 – May 2015*
  - **iOS and Android Development:** Contributed to iOS and Android application development for internal store operations at one of the largest home improvement retailers in the US.

## EDUCATION

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- **Southwest Minnesota State University** *Jan 2010 – Dec 2013*  
*B.S. in Computer Science*