

# Andrew Finke

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I am a software engineer specializing in developing applications for Apple platforms. With over a decade of experience in app development, including more than five years spent working on apps and frameworks at Apple, I have an extensive knowledge of Swift, Objective-C, SwiftUI, and UIKit. I am passionate about building intuitive interfaces and working collaboratively in cross-disciplinary teams.

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## EXPERIENCE

**Apple; Cupertino, CA** 2016 - Present

**visionOS SwiftUI + UIKit Engineer** 2020 - Present

Early engineer on the UI Frameworks team for visionOS

- DRI for all SwiftUI and UIKit presentations (alerts, popovers, sheets, etc.), responsible for collaborating with design, client teams, and external partners to create all of the new presentations for the platform.
- Designed and built the system architecture for spatial audio feedback for controls and interactions across all apps. Led the project from inception, bringing together teams from across the company.
- Managed other components including color picker, font picker, lists, navigation, tab bar, toolbar, ax text sizing, 3D layout, and other platform interface infrastructure.
- Inventor on multiple visionOS patent applications.
- Collaborated with external partners (Disney, Splunk, Zoom, etc.) to bring their apps to the platform.
- Co-created and presented "[Meet UIKit for spatial computing](#)" at WWDC 2023.
- Developed internal systems with Python and JavaScript to improve team productivity.
- Interviewed applicants for roles throughout the organization and mentored new hires and interns.
- Part of NCWIT Tech Inclusion Journey team for the organization and participated in an inclusive interviewing initiative.

**visionOS SwiftUI + UIKit Intern** Summer 2019

First intern to join the visionOS Software Platform organization. Prototyped interfaces and interactions, collaborating closely with the Human Interface Design team, that helped define early Apple Vision Pro platform design foundations.

**iOS System Experience Intern** Summer 2018

Created a new system eyedropper and color picker, working with teams across the company. Shipped in 2020 with iOS 14. Prototyped interfaces and interactions for upcoming iPad hardware.

**SWE Operations Intern** Fall 2016 - Fall 2017

Gap year internship between high school and college. Created Swift Playgrounds content, authored sample code, and key contributor to the new scholarship judging process for WWDC 2017. Placed 2nd out of 80+ teams in an intern pitch competition.

**SWE Program Office Intern**

Summer 2016

First internship immediately after high school. Created internal automated testing tools and frameworks that significantly reduced the time it took quality engineers to write and run tests.

**Independent Developer; Glencoe, IL**

2011 - 2020

30+ iOS, iPadOS, watchOS, tvOS, and macOS apps published and collectively downloaded in over 140 countries, numerous making the top charts. Invited by Apple to participate in developer labs for early access to future hardware.

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**EDUCATION**

**Northwestern University; Evanston, IL**  
**McCormick School of Engineering**  
**BS Computer Science, Major GPA 4.0/4.0**

Fall 2017 - Spring 2020

**Delta Lab; Human Computer Interaction Lab**

- Focused on rapid prototype tools.
- Paper selected to be presented at the 2019 CHI Conference SRC. Published paper available [here](#).
- Co-ran undergrad interview committee.

**Knight Lab; Journalism + Technology Lab**

- Developed a tool that makes it easier for storytellers to build and embed augmented reality visualizations in their stories and projects.

**Creating with Code Club**

- Started a club to teach people how to create art with code using Swift.

**IEEE Showcase Winner March 2019****Launch; Startup Accelerator Program Team Winner Fall 2019**

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**ADDITIONAL****The Carol Gollob Foundation for Breast Cancer Research**

2011 - Present

Manage website backend, domain registration, and payment systems.

**Apple Worldwide Developers Conference**

2012 - 2015

4-time consecutive scholarship winner, starting at age fourteen.

**Interests**

Life long Cubs fan, home automation projects, pickleball, tennis, traveling, and volleyball.