Brian Cordan Young

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Experience

Lead iOS Engineer, Cognoa, Palo Alto, CA - May 2018 - October 2024

- Led the iOS team in transitioning the codebase from UIKit to SwiftUI while implementing updated UI designs. Replaced slow UI testing with view models that could be unit-tested.

- Designed and implemented a server-driven UI system on iOS, including custom UI components that accepted user-submitted data with interactive validation. This flexible system, which could quickly be updated server-side, speeds our engineering team to quickly implement new features and keep better consistency between the iOS and Android clients.

- Increased engineering team efficiency by developing internal Mac apps that provided mock server responses, unified test data for both iOS and Android teams, and the editing of Universal Links which include encrypted/encoded JSON parameter values.

- Refactored the mixed Swift/Objective-C app into a fully testable Swift codebase, separated into frameworks (and later as Swift packages).

- Promoted to Lead iOS Engineer and Hiring Manager in January 2021. Responsible for the Cognoa app (released as multiple simultaneous variants) and two other apps built using shared frameworks:
  - A Video Recording and uploading app distributed to Research Coordinators via Apple Business Manager & MDM.
  - A Digital Therapeutic prototype built primarily with the Unity Game engine, linked to custom Objective-C/Swift code and shared frameworks.

- Established testing infrastructure using CircleCI, Danger, XCTest, Fastlane, Bundle, and custom command-line tools written in Swift. This flexible system allowed Swift developers to customize build scripts and define and compile application variants from the same codebase.

- Manage iOS App Store releases and all App Review interactions.

Software Engineer, Netizaar, Palo Alto, CA - November 2015 - June 2017

- Designed and implemented core app functionality as a framework using CloudKit based networking layer, NSOperations and local persistence using CoreData.

Technical Marketing Manager, 4D Inc, San Jose, CA - 2013 - May 2018

- Developed an internal iOS Mapping tool to visualize customer locations & drive time to potential event locations. App features include filtering based on purchase history and partner status.

- Linked internal tools with Marketo marketing automation SAAS via REST service.

- Planned annual developer conference, recognized as the most successful in the company's 30 year history. Managed all aspects of running the conference, plus coaching of keynote presentations, and serving as emcee.

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Designer, Luckow Design Studios, Scotts Valley, CA - 2011

Designed the UI/UX of a touch based embedded web app for a video switching system. We translated multiple existing Windows applications that controlled the video switching hardware, in to a single touch based web app that is at home on an iPad.

Lighting Artist, PDI/Dreamworks, Redwood City, CA: 2003 -2005

Contributed to the advancement of the proprietary 3D lighting software through lighting artist workflow analysis.

Technical Director, Pixar, Point Richmond & Emeryville CA: 1999 - 2003

As a technical artist at the studio my role included character rigging, shader writing, authoring compositing workflows as well as lighting and compositing. I enjoyed repeated projects for the shorts department that required skills in all facets of the production pipeline. My versatility and ability to organize were recognized multiple times when I was called on to lead projects. Including:

- Assigning staff
- Budgeting of resources
- Advising Directors
- Scheduling to ensure meeting deadlines.

Served as lighting director for Shorts Dept. project: Buzz Lightyear Home Video

Technical Director, Rhythm & Hues, Marina Del Ray, CA: 1995 - 1999

Working under tight deadlines we took on projects that demanded close collaboration on both art and code. I wrote animations, created visual effects, placed thousands of objects, described surfaces and textures, composited layers and timed events through the use of the proprietary scripting language.

Beyond writing scripts to describe an image, I also wrote tools used throughout the studio pipeline including:

- Auto allocation and lookup of image and model assets on network drives. i.e: An early asset management system.

- Frame range calculator making it trivial to avoid re-rendering existing frame ranges. Reducing the load on the render farm and speeding up artist feedback loop

Served on several steering committees for internal software.

Education

iNVASIVECode, San Francisco CA - November 2012
iOS development training (5 day intensive course).

Savannah College of Art and Design, Savannah, GA.
Bachelor of Fine Arts in Computer Art - Magna Cum Laude.