Blake McWilliam

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Portfolio · Github · LinkedIn

Experience

Apple Inc. — Application Software Engineer (ICT3)   June 2022 - May 2024 | San Diego, CA

- Developed software solutions for RF engineering, integrating real-time data from test instruments into internal applications.
- Designed and implemented a pub/sub architecture using Swift's Combine framework to manage real-time updates from radio equipment.
- Collaborated cross-functionally with firmware, backend, and frontend teams to optimize end-to-end data flow and system performance.
- Worked with Objective-C, C++, Swift, and SwiftUI to modernize and extend legacy applications used in RF testing workflows.
- Mentored an intern and a new hire, providing guidance on navigating corporate development processes and large-scale system architecture.

Panda Global eSports — Full-Stack Software Engineer   October 2020 – April 2022 | Remote

- Designed and built RESTful APIs and database schemas for a competitive gaming statistics platform, tracking player rankings, tournaments, and in-game metrics.
- Developed internal tools for content management, including leaderboards and article publication systems.
- Built an e-commerce integration with Shopify, developing endpoints for product reviews and custom storefront experiences.
- Used PostgreSQL for efficient data modeling and query optimization to support high-traffic applications.
- Led technical documentation efforts, onboarding new developers and improving code maintainability.

Technical Skills

- Languages: Objective-C, C++, Swift, TypeScript, JavaScript, Python, SQL (PostgreSQL), HTML5/CSS3
- Backend & Integration: Node.js, REST APIs, PostgreSQL, pub/sub architectures, interprocess communication
- Cloud & DevOps: AWS, Docker, Git, CI/CD
- Frontend: SwiftUI, React, Next.js, visx, react-spring

Education

University of California, Santa Cruz   B.S. in Computer Science — Honors (June 2018 – March 2020)