

Scott Berrevoets

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Experience

Lyft, Inc.

Senior Staff Engineer

March 2020 - Present

Tech lead for the Mobile Infrastructure team (15-20 engineers) and the broader Mobile organization (150 engineers).

- Created a multi-year vision for the iOS architecture and codebase for better scalability of team and codebase without sacrificing developer productivity and code or product quality
- Designed and implemented a sophisticated iOS module structure, with standardized practices for dependencies, testing, and APIs to optimize build times, code reusability, and testability
- Defined code ownership rules for iOS and Android to ensure all modules have clear ownership and maintainers, and created tools to track and enforce these rules
- Started and led a group of Mobile Tech Leads to define and drive the direction of the Mobile organization, including engineering best practices, talent development, and championing Mobile across the company
- Continuously promoted Mobile code quality and overall codebase health through developer education, documentation, and building a web portal to track major codebase migrations and tech debt per team
- Established a strong testing culture by improving testing infrastructure like code coverage tracking and rolling out more testable architectural patterns and tooling to nudge people to write higher quality tests. This resulted in an increase in code coverage from 10% to 60+% in the iOS codebase.
- Evaluated the integration, adoption, and usage of new high-level technologies like Server-Driven UI and snapshot testing on both iOS and Android
- Mentored senior and staff engineers across the company and regularly participated in hiring panels and annual company-wide promotion reviews and rating calibrations

Staff iOS Engineer

March 2018 - March 2020

Tech lead of the iOS architecture team which built and maintained proprietary architectural frameworks, libraries, and tools for the iOS codebase.

- Designed and built an RxSwift-centric architecture focused on scalability and testability, and rewrote critical pieces of Lyft's iOS apps to use this new architecture
- Distributed the iOS codebase into dozens of modules initially, and then socialized the build time and code reusability benefits to the broader iOS team to scale the codebase to hundreds of modules
- Built up teams and engineers through recruiting/interviewing, extensive code reviews, and mentorships

Senior iOS Engineer

June 2014 - March 2018

- Contributed in rewriting the legacy Objective-C codebase to 20k lines of Swift code initially, and then scale the codebase to 300k lines of code and the team from 5 to 40+ iOS engineers
- Split the unified Lyft app in a separate Passenger and Driver app with a shared core for improved organizational and technical productivity
- Implemented core features like multi-passenger pickup, scheduled rides, and PayPal integration

QMotion, Inc.

iOS Developer

May 2012 - June 2014

- Designed and developed the company's iPhone and iPad apps to let users control their window shades from their iOS devices

Skills

Languages & Frameworks: Swift, Objective-C, SwiftUI, UIKit

Design & Architecture: The Composable Architecture, RxSwift, MVVM, modularization, dependency injection

Developer Tools: Xcode, XCTest, XCUITest, Git & GitHub, CLI, SwiftPM, SwiftLint

Deployment & QA: TestFlight, App Store Connect, performance profiling, crash reporting

Education

University of West Florida

2010 - 2013

Bachelor of Science, Information Technology