

Frank Oftring

iOS Engineer

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PROFILE

Product-driven iOS engineer with 4 years of experience building high-performance mobile products across healthcare and consumer technology. Strong in Swift, SwiftUI, Objective-C, experimentation, performance optimization, and reusable client architecture. Known for fast ramp-up, strong ownership, and shipping polished, measurable product improvements in complex cross-functional environments.

SKILLS

Core Expertise

Swift, SwiftUI, Objective-C, UIKit, Combine, async/await, MVVM, GraphQL, AVFoundation, Vision, real-time camera + media pipelines, offline-first architecture, local file I/O, performance tuning, Xcode Instruments, experimentation, unit + end-to-end testing, S3 background uploads, Firebase, CI/CD (Xcode Cloud, TestFlight)

PROFESSIONAL EXPERIENCE

Software Engineer (iOS), Meta

New York, NY | July 2025 – Present

- Shipped four iOS monetization and product experiments in first half, contributing 0.03%+ cumulative incremental revenue across delivery and validation workstreams.
- Owned iOS implementation for complex post-click and feed experiences, building reusable client architecture that enabled faster server-driven experimentation with minimal app-side changes.
- Built extensible state management, lifecycle event, and dwell-timing systems to support richer interactive ad experiences and broaden framework capabilities for downstream teams.
- Diagnosed and fixed a framework-level memory issue blocking a key launch, unblocking development and improving stability for shared consumers across the codebase.
- Drove end-to-end test adoption across 16 projects, helping expand coverage from 0 to ~14 tests and improving release confidence for delivery features.
- Authored robust unit tests, debugged production issues under tight timelines, and quickly became a top Swift contributor within Facebook Core Ad Experience despite joining mid-year.
- Partnered closely with data science, feed, and monetization teams to certify experiment impact, de-risk launches, and deliver accelerated roadmap commitments.

iOS Engineer, Senseye

Austin, TX | April 2022 – July 2025

- Joined as employee #25 and served as the sole iOS engineer, building a clinical diagnostic app from the ground up for use by patients and clinicians in IRB-approved PTSD studies.
- Built Vision-based camera alignment and depth feedback systems plus high-performance capture pipelines for 4K video, heart rate analysis, structured logging, background uploads, and cloud sync.
- Delivered an offline-first recording pipeline that achieved full data recovery in low-connectivity clinic environments, reducing patient re-recruitment costs and operational risk.
- Replaced hardcoded study protocols with a remote-config driven system and managed TestFlight/App Store releases with Xcode Cloud, cutting study iteration time from weeks to under 24 hours.

EDUCATION

Babson College

Wellesley, MA | Bachelor of Science in Finance

INTERESTS

Mobile UX, Basketball, Longevity, Reading