

Jaiden Henley

iOS Developer

He/Him - (810) 772-3768 - jaidenhenleydev@gmail.com - Detroit, MI - [LinkedIn](#) - [GitHub](#) - [Portfolio](#)

SUMMARY

iOS developer with hands-on experience building and shipping SwiftUI apps across game mechanics, civic tooling, and productivity. Comfortable owning projects end-to-end, from inherited codebases to original prototypes, with a focus on clean architecture, intuitive UX, and real-world impact.

PROJECTS

CommonSight - SwiftUI, Firebase, MapKit, Foundation Models *In Development*

- Inherited an existing civic engagement codebase, reverse-engineered its architecture, and iterated to build the full prototype end-to-end
- Building core features, neighborhood observations, interactive map view, and community story cards, connecting Detroit residents with local developers seeking investment
- Integrating Apple's Foundation Models framework to surface AI-powered civic insights across Detroit neighborhoods

QuickStudy - SwiftUI *Nov 2025 - Feb 2026*

- Built and launched a study tool on the App Store that converts scanned notes and PDFs into flashcard sets with approve/disable card management, flashcard practice mode, and multiple-choice quizzes
- Implemented local persistence (JSON), PDF import pipeline, and a clean multi-screen navigation architecture using MVVM

Take Flight - SpriteKit, SwiftUI, Game Center *Jan - Feb 2026*

- Built a 5-in-1 mini-game survival experience set on Belle Isle where players manage hunger and score across memory, coordination, speed, and reflex challenges
- Implemented core gameplay systems and UI with SpriteKit + SwiftUI, shipped to TestFlight with iPad touch controls and full macOS keyboard support
- Integrated Game Center leaderboards and achievements and built a scoring system that supports fast restarts and replay able runs

Relationship Builder - SwiftUI, SwiftData, AVKit *Nov - Dec 2025*

- Led iOS development; implemented SwiftData persistence and progression-locked content in a first-time framework environment
- Shipped a fully working prototype and delivered a polished pitch deck communicating product value, features, and roadmap

EXPERIENCE

iOS Developer Intern *Feb 2026 - Apr 2026*

We Change Community Consulting - Detroit, MI

- Building and refining the CommonSight iOS prototype with SwiftUI and Firebase, focused on a clear, usable civic engagement flow
- Implemented Firebase Authentication for secure sign-in and user sessions across the app
- Implementing core flows including user input, map-based views, and Foundation Models generated story cards with an emphasis on reliability and clean UI
- Collaborated on a 5-person team to translate requirements into weekly deliverables and demos

iOS Developer - Apple Developer Academy *Aug 2025 - May 2026*

Michigan State University · Detroit, MI

- Built and shipped iOS prototypes across 5+ projects in an intensive, Apple-backed developer program focused on SwiftUI, UI/UX design, and Entrepreneurship
- Collaborated with designers and developers across multiple projects, delivered pitch decks and live demos

Bakery Manager *June 2020 - Present*

M Street Baking Company - Howell, MI

- Promoted from Dishwasher to Bakery Manager over 5 years, leading a team of 10+ across daily operations, inventory, training, and quality control
- Trained and onboarded new hires, built scheduling systems, and maintained production output under tight time constraints
- Developed strong ownership mindset and cross-functional communication skills directly transferable to leading development teams

EDUCATION

Apple Developer Academy - Michigan State University *Expected May 2026*

Certificate of Completion - iOS Development - Detroit, MI

100 Days of SwiftUI · Paul Hudson *Nov 2025 - Jan 2026*

Certificate of Merit - iOS Development - Online

SKILLS

Languages: Swift

Frameworks & APIs: SwiftUI, SpriteKit, SwiftData, AVKit, MapKit, Foundation Models, Game Center

Backend & Services: Firebase (Auth, Firestore)

Architecture: MVVM, UINavigationController routing, JSON persistence, state management

Tools: Xcode, Git/GitHub, TestFlight, Sketch

Soft Skills: End-to-end ownership, technical pitching, agile sprints, team leadership