

Zachary Bryce Ellis

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Technical Skills

Swift, SwiftUI, UIKit, Xcode CI/CD, GitHub, Accessibility, Localization, SDK & API development, React JS, Python, C#

Experience

Marsh McLennan Agency

May 2023 - Present

iOS Developer

Austin, TX

- Owned full product lifecycle for iNGAGED Benefits, a white label iOS app for Employee Health & Benefits communication, push notification inbox, and secure document storage, supporting **250K** users across four major updates.
- Developed a new core content discovery experience in **UIKit**, replacing manual browsing with keyword search and cutting content discovery time by **80%**, with **100%** positive feedback across our 8-company Client Advisory Board
- Used Xcode diagnostic tools and user-reported issues to trace root causes of recurring content-refresh crashes, then designed and shipped an intuitive refresh system that eliminated **100%** of a targeted long-term crash report.
- Architected **offline-mode** to show already-loaded content and important documents during poor or no connectivity.
- Partnered with product, design, and the Android/Web teams to prototype native experiences aligned with Apple's **Human Interface Guidelines**, while staying on brand across platforms and shipping intuitive components.
- Improved CI/CD pipeline and provisioning profile workflows across **40+ white label variations**, cutting release turnaround **60%**, through onboarding **18 new clients** and introducing **TestFlight** to catch feature and branding bugs.
- Created UI/UX design and front-end branding guidelines for a new React Native product, building **35+ reusable components** using ReactJS, SCSS, partnering closely with design to translate specs into production-ready code.

Projects

Ping Pong Club • Table Tennis

Jan 2025 - Present

visionOS Software Engineer

- Contributed to a visionOS app, that's received 200+ five-star App Store ratings and been **featured on the App Store**, by working through GitHub code reviews, Jira-tracked tasks, and QA testing core-features alongside a Staff iOS Engineer.
- Developed core in-app UI experiences and reusable components across onboarding, single and multiplayer scoring, and settings pages by using SwiftUI, RealityKit, WidgetKit, HealthKit.
- Supported a junior visionOS developer by writing onboarding documentation and offering design guidance on new features, while receiving mentorship from a Staff iOS Engineer on architecture, code quality, and performance.

IRL Health Bar

Jan 2022 - Present

watchOS Software Engineer

- Developed a best-in-class watchOS app using agile methodologies, achieving **12K** downloads and meeting 7/7 of design best practices, by creating experiences to explore health stats, track workouts, and livestream activity across platforms.
- Architected and shipped a public developer API and embeddable JS SDK in Swift and JavaScript, powering live third-party integrations across 5+ platforms (Zoom, Roku, OBS, Chrome, Strava) with zero-signup adoption.
- Built a high-quality, performant experience using SwiftUI, HealthKit, Swift Charts, WidgetKit, and Siri Intents, delivering smooth data visualization, home screen widgets, and voice-driven interactions on a resource-constrained platform.
- Adopted Apple's **Liquid Glass** design system across the app, using UI testing and Accessibility Inspector checks to build efficient, reusable components that support both legacy and current iOS/watchOS versions.
- Developed a **full accessibility suite** including VoiceOver support, Dynamic Type, colorblind-safe design, and wheelchair-friendly interaction targets, making the app usable for people with visual, motor, and mobility differences.

Education

Bachelor of Science in Computer Science | University of Memphis