## Contact

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## Top Skills

Mobile Software Development
REST APIs
App Store

## Patents

Method and system for image generation

# Michael Bernardo

iOS Engineering + Design
Greater Boston

## Summary


Over two decades building consumer software. Proven track record of shipping award-winning products to millions of people. My work has been featured in several Apple keynote presentations, and the apps I've built are consistently rated 5-stars in the App Store.

I love working on products that are beautiful, simple, and make a positive impact in people's lives.


## Experience

### Acme weather
iOS Engineer
February 2025 - March 2026 (1 year 2 months)

Building hyperlocal weather forecasts, interactive maps, and community reporting features in Swift.

### Airbnb
Senior iOS Engineer
February 2024 - February 2025 (1 year 1 month)

SwiftUI in the Airbnb iOS app. User profiles, onboarding, Passkeys, media pickers, design systems.

### Helium LLC
Founder
March 2017 - March 2024 (7 years 1 month)

Solo-bootstrapped a new subscription-based fitness app for iPhone and Apple Watch from concept to AppStore: www.helium.fit. Performed market research, user interviews, marketing (paid search + social ads), design and coding. Helium was featured by the App Store editorial team in 2021.

### Self-employed
iOS Freelancer
December 2017 - February 2024 (6 years 3 months)

Coding and architecture. Working with startups to solve challenging problems on Apple platforms and modern web.

• Geomagical.com (acquired by IKEA): Built high-performance ARKit data capture, guidance UX, data syncing.
• Topology.com: iOS app architecture/refactoring. Performance analysis + tuning. SceneKit pipeline renderer optimization. Team mentoring.
• Manifold.ai: React.js for life sciences SaaS.

### Tinyhood, Inc.
Principal Software Engineer
June 2021 - December 2022 (1 year 7 months)

Responsible for engineering roadmap and product delivery. Led and contributed to a re-launch of Tinyhood's web video learning platform.
• Designed and built a new web video catalog and player experience in React/ Next.js, improving Core Web Vitals scores to 99/100.
• Rebuilt custom video metadata CMS data model and API in Ruby on Rails.
• Built new subscription-based purchase UX and related analytics.

### KAYAK
6 years

Experimental Projects Engineer
March 2015 - September 2016 (1 year 7 months)
Greater Boston Area

Led development of product ideas and new platform exploration for KAYAK's travel search products. Built and prototyped projects that eventually became KAYAK’s apps for Apple Watch and Apple TV.

VP Mobile
March 2014 - March 2015 (1 year 1 month)
Greater Boston Area

Reporting to the CTO, led the iOS, Android, Mobile Web and API engineering teams. Responsible for defining and delivering our mobile product roadmap.
• Shipped several major simultaneous releases on all mobile platforms.
• Recruited and rebuilt KAYAK’s mobile team after our acquisition by Priceline.

Engineering + Product lead - Mobile
October 2010 - March 2014 (3 years 6 months)
Greater Boston Area

Designed and built many of the major features and frameworks used in the KAYAK iOS app.

• Built hotel + flight search, networking APIs, UI/graphics toolkits and data persistence.
• Led efforts to measure and improve app performance, achieving sub-second query times for many search types.

### Self-employed
### iOS Freelancer
March 2009 - November 2010 (1 year 9 months)
Greater Boston Area

• Fidelity Investments: Built first version of Fidelity's iPhone app. Led development of client-side architecture and mentored junior developers.
• CardScan: Developed Mac OS X port of popular business card scanning app. Built features ranging from Objective- C/Cocoa UI to debugging user space USB drivers for scanner hardware. CardScan was featured in Apple retail stores.

### Avid Technology
### Principal Software Engineer
April 2004 - April 2008 (4 years 1 month)
Greater Boston Area

Worked on new feature development on Avid's flagship MediaComposer video editing products. Sole owner of many Mac OS X specific projects.
• Built high-performance OpenGL and GLSL based timeline renderer.
• Created a scripting bridge between MediaComposer's core C++ libraries and Lua / Objective-C bindings.

### Endeca
### Senior Software Engineer
February 2002 - April 2004 (2 years 3 months)
Greater Boston Area

As a member of the Developer Tools team, I worked on the Windows UI for DevStudio, a developer tool for building Endeca applications, and maintenance and enhancements for all Endeca's query APIs on several platforms, including Java, COM, C# and Perl.

While in the Professional Services group, I was technical lead for several high-profile e-commerce web applications, including the popular book browsing features at Barnes & Noble. Additionally, I mentored junior engineers, wrote technical documentation, and led instruction of training classes on Endeca technology for customers.

### Callfinity
Software Engineer
January 2000 - February 2002 (2 years 2 months)
Greater Boston Area

I was the first engineering member of the founding team at Callfinity (previously called BYOBroadcast), where I led the design and implementation of an internet-based media storage and delivery platform. We built Java applet-based streaming media clients, telephony integration, and Javascript-based cross-site integration before “web 2.0” was a buzzword. The intensity of the startup environment honed my ability to work smart and solve problems quickly and efficiently.

### Exeter Group
Software Engineer
June 1998 - January 2000 (1 year 8 months)
Greater Boston Area

IT consulting services for higher ed and e-commerce. I helped build a career management system for MIT Sloan and the website GreenLight.com (acquired by CarsDirect)

## Education

### Northeastern University
Bachelor of Science - BS, Computer Science