Luna Comerford
Full Stack Software Engineer

Contact

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Languages

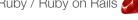Swift

Objective-C

React(JS|Native)

HTML / CSS

Ruby / Ruby on Rails

Javascript / Typescript

Python

Java

Values

Authenticity

Fairness

Liberty

Openness

Playfulness

Teamwork

Interests

Blockchain

Aviation

Autonomous Vehicles

Mindfulness

Burning Man

LED Art

Startups

Music

Experience

Coinbase   Senior Software Engineer   Remote, Aug 2020 - July 2022

Worked on Coinbase Wallet app for iOS and Android. Owned features related to biometric authentication and secure storage of cryptographic keys. Created our build automation and delivery pipeline allowing delivery of production and beta versions with a single click. Helped manage and onboard over 100 new employees to the Wallet team. Lead the Build and Release team and implemented policies and procedures to coordinate all aspects of building, testing, and delivery to App Store and Google Play store.

Reforge   Senior Software Engineer   Remote, Sep 2019 - Mar 2020

Rewrote the forums using Ruby-on-Rails on the backend and ReactJS on the frontend. Used react-router to create a single page application for the forums. Improved testing practices by using factories over fixtures, granular unit tests, and configuring code coverage reports in CircleCI.

Apple   Software Engineer   Cupertino CA, Jan 2017 - Aug 2019

Worked on Photos for iOS and macOS. As part of the Core UI team, helped create the UI components used throughout the Photos app. Lead the development of the new Albums tab in iOS 12. Worked on the curated "Photos" tab in iOS 13 which was featured in the keynote at WWDC.

Sigmend   CTO / Founder   Boulder CO, Jan 2016 - Oct 2016

Our startup went through Techstars Boulder 2016. Sigmend analyzes, tracks, and improves employee sentiment. We built a Slack bot and various APIs using NodeJS. Handled planning, developing, deploying, and managing the Sigmend software. As a co-founder, I was also involved in everything from user studies to meeting with investors. Check out our Demo Day pitch: (luna.lu/demoday).

Inspirato   Lead iOS Developer   Denver CO, Feb 2015 - Jan 2016

Oversaw transition of development on iPhone/iPad app from 3rd party consultancy to our internal development team. Implemented development standards and practices for our iOS team, including code architecture, git workflows, development workflows, code reviews, and continuous automated deployments. Helped with hiring and training, growing to a team of four developers in one year.

ShowMobile   Lead iOS Developer   Denver CO, May 2014 - Feb 2015

Handled all aspects of development of ShowMobile's iOS app. Helped implement feature parity on their Android app. Worked on a team that practiced TDD and pair programming.

Deliverss + IconPulse   CTO / Founder   Boulder CO, 2010 - 2014

Co-Founded two different startups while enrolled as a student at CU Boulder. In both startups we developed an MVP and iterated on it as we met with mentors and VCs. Deliverss was built using Django/Python. The IconPulse backend and web-app were built with Ruby-on-Rails; the iPhone app was built with Objective-C.

Education

Computer Science   2009 - 2014

The University of Colorado, Boulder
College of Engineering & Applied Science

Biochemistry   2009 - 2014

The University of Colorado, Boulder
College of Arts & Sciences