

Nick Gray

nicholassgray@gmail.com | nickgray.dev | github.com/leftovernick

Skills

Languages: Swift, Lua, Python, C#

Frameworks: UIKit, SwiftUI, SwiftData, CoreData, Astro, Alamofire

Testing: Manual Testing, Exploratory Testing, Regression Testing, UI Testing, Unit Testing, Test Case Design, Defect Tracking, XCTest, XCUITest

API & Debugging: REST APIs, Postman, curl, Charles Proxy, Proxyman, Network Inspection, Crash Analysis

Tools & Technologies: Xcode, iOS Simulator, TestFlight, Git, Jira, Jenkins, GitHub Actions, Swift Package Manager, CocoaPods, MySQL, Codex, LLM Assisted Development

Experience

Owner / Operator, Gray Family Spirits – Portland, OR

October 2024 – Present

- Own and operate two retail liquor store locations, managing daily operations, staffing, inventory, and vendor relationships
- Oversee purchasing and product selection while monitoring sales performance and identifying opportunities for growth
- Manage OLCC compliance, licensing requirements, and other regulatory responsibilities for both locations, ensuring store operations remain aligned with state rules and reporting requirements
- Use spreadsheets and business management tools to track sales, inventory, expenses, and operational needs across both stores

iOS Software Engineer, Red Bull Media House – Remote

August 2021 – June 2024

- Redesigned the service's home page to improve content visibility and user engagement by incorporating API content into a header that was accessible and easy to read
- Managed ongoing development of the Red Bull TV and Servus TV streaming apps for iOS and tvOS, improving user experience and performance through regular app updates and standardized coding practices
- Implemented new features within an existing codebase while navigating inconsistent legacy coding standards using UIKit and SwiftUI
- Collaborated with design, development, and quality assurance teams to test new features, reproduce defects, validate fixes, and resolve bugs across iOS and tvOS
- Served as the team's primary resource for tvOS development and troubleshooting, providing direction and support while ensuring high quality deliverables
- Oversaw the full app build and App Store submission process, ensuring adherence to platform requirements and supporting smooth, timely releases

iOS Developer, Apple – Remote

August 2019 – July 2020

- Owned the Swift development of two internal business apps for iPad and iPhone, integrating them with MySQL backed systems to enhance functionality and streamline processes
- Applied modern standards to a legacy codebase to ensure compatibility with external dependencies and improve overall application stability and performance
- Added new features based on user feedback, improving application usability and the overall user experience
- Oversaw beta testing for approximately 2,000 field users, reproducing reported issues, documenting defects, validating fixes, and providing technical support across iPhone and iPad
- Collaborated with cross-functional teams to identify and resolve complex technical problems, reducing bugs and improving software reliability

Projects

Asobimon, Blackhole Collective – Video Game

May 2024 – Present

- Sole programmer of a turn based monster catching RPG for the Playdate, developing the game in Lua with the Playdate SDK and building its combat systems, procedural roguelike mode, progression systems, inventory, save data, UI, and core gameplay architecture
- Built and maintain a large interconnected game codebase supporting more than 100 monsters, turn based battles, items, status effects, online features, localization, and data driven content systems
- Perform ongoing regression and exploratory testing across interconnected gameplay systems, reproducing defects, validating fixes, and checking edge cases introduced by new features and balance changes
- Lead development across a multidisciplinary team of artists, musicians, and translators, coordinating implementation, localization, releases, community feedback, and ongoing updates

Flarehorn Charge, Blackhole Collective – Video Game

April 2026

- Developed and released a standalone Playdate game in Lua using the Playdate SDK, handling gameplay programming, input, scoring, progression, audio integration, and performance optimization
- Tested gameplay behavior across repeated play sessions, validating scoring, progression, input handling, and performance before release
- Coordinated art, music, release preparation, post launch updates, and community feedback for a publicly released game

Tend – iOS App, In Production

May 2026 – Present

- Designed and developed a native iOS relationship tracking app using Swift, SwiftUI, and SwiftData, including custom calendar, tracking, historical data, and swipe based interfaces
- Test application behavior using XCTest, XCUITest, simulators, physical devices, log analysis, and manual regression testing across UI, persistence, and state management flows
- Use OpenAI Codex for code generation, debugging, test planning, log analysis, refactoring, and iterative implementation while reviewing and validating generated solutions

LeftoverGuides – Web Application, In Production

November 2025 – Present

- Designed and developed a RetroAchievements guide platform using Astro and Markdown, combining long form walkthrough content with reusable interactive components for achievement tracking, route planning, missable warnings, reviews, and cleanup guides
- Validate REST API behavior and JSON responses using direct endpoint testing, Postman, curl, and browser development tools while debugging network and integration issues
- Use OpenAI Codex for implementation, debugging, test case exploration, API integration, refactoring, and analysis of failures across the production web codebase

Education

Lane Community College – Associate of Computer Science

June 2019

Lane Community College – Associate of General Studies

June 2017