

Nicholas M. Molargik

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WORK EXPERIENCE

V1 Sports (iFrontiers)

Mobile Software Engineer

Remote

10/2024 - Present

Contractor - Lucid Services Group - Mobile Software Engineer

06/2024 - 10/2024

- Developed and maintained cross-platform video composition features using Kotlin Multiplatform, supporting both iOS and Android for golf performance applications. Developed automated software replacements for existing hardware processes.
- Built advanced camera capture experiences using UIKit, Swift, Objective-C, AVFoundation, and CoreGraphics, packaged as a Flutter Native Plugin.
- Delivered innovative features such as video comparison tools to enhance user analysis workflows.
- Integrated hardware and software by connecting a pressure mat device to the mobile experience, generating live heatmap visualizations via a custom C library, and linked C frameworks within Flutter plugin projects.
- Authored detailed technical documentation covering system architecture, data flow, and method call chains to ensure long-term maintainability.
- Led cross-functional discussions on new features, system architecture, and large-scale refactors to improve performance and streamline integrations.

Sweetwater Sound

Software Engineer, Mobile & Desktop Applications, Relational Databases

Fort Wayne, IN

04/2022 - 04/2024

- Transformed Sweetwater's mobile applications into world-class storefronts and utilities; leading their discovery-to-sales conversion rate.
- Mentored senior employees in macOS application development with SwiftUI.
- Expanded proficiencies in Swift, SwiftUI, Kotlin, Jetpack Compose, SQL, relational databases, unit testing, CICD, Kanban, and lean development techniques, alongside exposure to many other technologies.
- Developed and deployed Android applications to achieve feature-parity with iOS.
- Led design and development of major software projects and user features, managing all phases from initial concept through delivery and launch communication.
- Presented project achievements and future goals to large department groups.
- Learned 4D software development quickly, delivering customer value in a fast-paced environment.
- Gained emotional intelligence competency and communication skills while in a diverse team.

Raytheon Technologies - Intelligence & Space Division

Electrical Engineer - Analog & Mixed Signals Team

Fort Wayne, IN

06/2020 - 04/2022

- Architected software solutions in MATLAB and Python for automated hardware excitement and feedback analysis tests, hardware control automation.

EDUCATION

Purdue School of Engineering and Technology, IUPUI

BS, Electrical Engineering, Minor in Mathematics - GPA: 3.72

Indianapolis, IN

Graduation: 05/2020

Codecademy.com

HTML, CSS, JavaScript, Java, Python, React Native, Full Stack Engineer, Swift, Kotlin, SQL

2016 - 2024

SKILLS

- Expertise – Swift, SwiftUI, Kotlin, Kotlin Multiplatform, Jetpack Compose, C, C#, JavaScript, MATLAB, Git, Native Mobile Application Development, User Experience Design, SQL
- Proficiencies – Flutter, 4D, Continuous Integration Continuous Development (CICD), HTML, Interfacing With Payment Providers, Atlassian, Digital Circuit Design, Third-Party APIs