

John P. McGlone

Lead iOS & Product Engineer

Roanoke, VA · Open to remote roles

jpmcglone.com/resume

Contact me on LinkedIn

PROFILE

I'm a product engineer with deep expertise in iOS, Swift, SwiftUI, and UIKit. I take ownership from architecture through production, across mobile, web, and APIs. I built Rumble Studio for iOS from scratch through launch as its sole developer, then maintained every update. AI expands what I can deliver. I build Men of Hunger across its API, web, and iOS apps using agentic coding, architectural judgment, and hands-on review. I work closely with design, mentor engineers, and take responsibility for what ships.

I'm looking for a remote senior or lead role owning the engineering of a product and helping a lean team ship quickly and reliably. I'm open to technical leadership and people management.

TECHNICAL SKILLS

iOS: Swift, SwiftUI, UIKit, Swift concurrency, Combine, XCTest

Architecture: MVVM, dependency injection, reusable components, SDK development, API design

Media & delivery: LiveKit, Agora, real-time audio/video, networking, persistence, CI/CD

AI-assisted development: Cursor, ChatGPT Codex, Astra, Claude, MCP servers, hands-on code review

EXPERIENCE

Men of Hunger

2026–Present

Creator & Engineer · Nights & weekends

- Own the architecture and development of a men-only social media platform across its API, web, and iOS apps, using agentic coding with hands-on review.
- Build “Catch me up,” an AI feature that summarizes long conversations using thread content, images, and public-profile context.
- Build and maintain a custom MCP server for admin insights and scheduling posts and newsletters.

Greenlane

2026–Present

Creator & Engineer · Nights & weekends

- Build a Mac tool that finds Apple App Review issues before submission by building, exploring, and checking iOS apps locally in Simulator.
- Deliver actionable evidence (findings, screenshots, build logs, and crash locations) with live progress in a web dashboard and CLI.

Rumble

2023–2026

Lead iOS Developer (Studio) · Senior iOS Developer (Video) · Joined via Callin acquisition

- Sole iOS developer for Rumble Studio: built the app from scratch through launch and maintained every subsequent update across iPhone, iPad, and Vision Pro
- Partnered closely with design to raise the quality of the mobile experience and turn ambitious product ideas into shipped iOS features
- Contributed to Rumble Video as a senior iOS developer alongside sole ownership of Studio
- Integrated LiveKit for conference calls and multi-platform streaming with synchronized audio and video

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EXPERIENCE CONTINUED

Callin Lead iOS Developer · Acquired by Rumble (May 2023) - Developed a social audio and video platform from the ground up - Implemented low-latency audio streaming using Agora.io	2022–2023
Epihealthy Lead iOS Developer · Contract · Closed	2022
Rite Aid Senior Product Mobile Specialist · Contract · Closed (Oct 2025)	2021
Supersapiens iOS Engineer · Contract · Closed (Mar 2024) Developed SwiftUI charts for real-time glucose data with smooth animations	2020–2021
Walmart Labs Senior iOS Developer · Contract · Now Walmart Global Tech (2020)	2020
Airside Mobile Senior iOS Developer · Now part of Entrust Developed a SwiftUI-based app using MVVM and dependency injection for improved testability	2019–2020
AD:60 Lead iOS Developer · Agency closed	2019
Eligible Lead iOS Developer - Developed a healthcare eligibility SDK for insurance coverage checks - Led technical integration calls, assisting major healthcare providers in adopting our SDK	2017–2019
Layer Senior iOS Developer · Closed (Oct 2019)	2016–2017
Imgur Senior iOS Developer · Acquired by MediaLab (2021)	2015
DocuSign iOS Developer	2013–2014
Workday iOS Developer	2011–2013
Northern Kentucky University (NKU) Freelance Mobile Developer · Contract	2009–2011

EDUCATION

Nassau Community College · 2006–2009
A.S. in Computer Science · Double major studies: Mathematics & Computer Science.
Computer Science GPA: 4.0 · Overall GPA: 3.8