TODD CUNNINGHAM II

iOS Developer | Aqua Mobilis (indie studio)

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SUMMARY

Self-taught indie iOS developer. I have shipped three apps to the App Store under my own label, Aqua Mobilis, doing the design, Swift code, store listings, App Review, and releases myself. I run an AI-directed workflow: I brief several AI coding agents (Claude Code CLI and others) in parallel, review every diff, and verify on real iPhones with Instruments. Looking for junior iOS, small-studio, startup, or contract roles on teams adopting AI-assisted development.

SHIPPED PROJECTS — APP STORE

Glyph Cube Swift, SwiftUI/UIKit, SceneKit, AVFoundation, Accelerate | Live Oct 2026

Music app. "Spin the cube, find the groove." apps.apple.com/us/app/glyph-cube/id6823472287

- Built a 3D SceneKit beat machine where each face of the cube is an instrument: a drum sequencer, a melody/piano roll, and a sample slicer for vocal chops. Added glyph visuals with an edge glow. The DSP runs on Accelerate.
- Shipped 1.0 on Oct 16, 2026. 1.0.1 shipped Oct 19, 2026.
- Ran the 1.0.2 on-device performance pass, measured on an iPhone with a Release build. A main-thread stall dropped from ~1362 ms to ~1.3 ms per run, and a row-sync cost dropped from ~380 ms to ~6 ms.
- Added a low-graphics mode that cuts pixels drawn from 3.79 MP to 1.68 MP. Confirmed flat memory with soak tests.

DUET Synth Swift, SwiftUI, AVAudioEngine, CoreHaptics, StoreKit | Live Sep 2026

Two-player synth on one device. apps.apple.com/us/app/duet-synth/id6806688536

- Got the app through App Review after a rejection by adding a Remove Ads in-app purchase and a first-open tutorial, and rewriting the store listing.
- Wrote a custom DSP synth engine on AVAudioEngine, with CoreHaptics feedback and XCTest unit tests.
- Set up Google Mobile Ads (AdMob) with a StoreKit IAP. An Android version is built and in Google Play setup.

Tape Eater Video Effects Swift, SwiftUI, Metal/MetalKit, AVFoundation | Live Sep 2026

Glitch / broken-tape video effects. apps.apple.com/us/app/tape-eater-video-effects/id6806689577

- Built a free, ad-free effects app that smears and scrambles camera or Photos video with Metal GPU shaders, with live controls and presets. All processing stays on the device.

IN DEVELOPMENT

- **Rodeo Roundup:** SpriteKit pinball game for iOS.
- **Audio experiments (Kelp, Bloom, Trench, Anemone):** Prototypes for new sound and interaction ideas.

TECHNICAL SKILLS

- **iOS:** Swift, SwiftUI, UIKit, SceneKit, SpriteKit, Metal/MetalKit, Xcode
- **Audio & DSP:** AVFoundation/AVAudioEngine, custom DSP synthesis, Accelerate, CoreHaptics
- **Performance & Testing:** Instruments profiling, XCTest unit tests, devicectl, on-device testing, memory soak testing
- **Shipping:** App Store Connect releases, App Review responses, StoreKit in-app purchases, Google Mobile Ads (AdMob), Google Play Console
- **Workflow:** Directing parallel AI coding agents (Claude Code CLI and others), writing briefs, reviewing diffs, git branches and worktrees, bash scripting

EDUCATION

Collin College, Plano, TX Starting Spring 2027

Computer Science

Prior coursework, Collin College, 2011–2012

INTERESTS

3D printing (Bambu), music and sound design