

CAMERON FREDERICK

Engineering Manager | Staff iOS Engineer
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PROFESSIONAL SUMMARY

Engineering Manager and Staff iOS Engineer with 7+ years of experience leading cross-functional, globally distributed teams to deliver mission-critical mobile applications with exceptional stability (0.057% crash rate across 9.73M weekly sessions). Deep expertise in iOS development, release management, and AI-assisted workflows.

CORE SKILLS

Leadership: Engineering Management, Cross-Functional Team Leadership, Agile Methodologies, Release Management, Mentoring, Stakeholder Communication

Technical: iOS Development, Swift, SwiftUI, UIKit, CI/CD, Git, JIRA, Swift Package Manager (SPM), Carthage, App Store Connect, AI-Assisted Development (Claude Code/Codex), .NET/C#

PROFESSIONAL EXPERIENCE

Jeppesen ForeFlight — Austin, TX

Promoted 4 times in 6 years, progressing from Software Engineer I through Engineering Manager.

Engineering Manager

April 2024 – Present

- Led a team of 12–15 iOS engineers across multiple US and European-based teams, owning the full development lifecycle for FliteDeck Pro, a market-leading enterprise mobile product serving 125+ global customers and 9.73M weekly sessions.
- Served as Release Captain for multiple major product releases, coordinating across engineering, QA, design, and product teams to achieve a 0.057% crash rate.
- Pioneered AI-assisted development workflows by creating custom Claude Code skills and commands, including automated JIRA-to-PR pipelines and release note generation tools, significantly reducing manual release overhead and adopted across the engineering organization.
- Championed the development and promotion of a direct report into an Engineering Manager role.
- Guided multiple engineers through shipping their first production features, building technical confidence and independence across the team.

Senior Software Engineer — iOS

March 2022 – April 2024

- Architected and developed Taxi Times and Live AMM (interactive map) Traffic features for a major product release, delivering real-time traffic data that improved operational decision-making and reduced fuel costs for end users.
- Led migration of dependency management from Carthage/Bazel to Swift Package Manager (SPM), significantly reducing complexity and average build times while improving developer experience across the iOS team.

Software Engineer — iOS

June 2021 – March 2022

- Transitioned from Windows development to iOS, shipping additional tailored data capabilities to FliteDeck Pro while quickly mastering Swift and iOS frameworks.

Software Engineer — Windows

September 2018 – June 2021

- Built core features for FliteDeck Pro on Windows from inception through multiple production releases, including global search, terminal chart manipulation, and user-defined configuration features.

PROJECTS

Student Hustle | Co-Founder & iOS Developer | *June 2024 – Present*

- Co-founded and built an iOS app connecting high school students with local job opportunities using SwiftUI and Firebase; available on the App Store.

EDUCATION

B.S., Electrical and Computer Engineering | University of Texas at Austin | May 2018