

Jaiden Henley

iOS Developer

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SUMMARY

iOS Developer with five years of team leadership experience. Shipped multiple apps to the App Store, co-founded a software LLC with two active contracts, and built production systems across SwiftUI, CoreML, FastAPI, and Supabase. Focused on clean architecture and shipping things that are intuitive.

EXPERIENCE

Co-Founder, iOS Developer

Apr 2026 - Present

CH Studios, LLC - Detroit, MI

- Tripsetta (Contract): Retained to maintain and build features across iOS (SwiftUI), Android (Kotlin), and web (HTML/CSS/JS) codebases for an AI-powered travel planning platform
- CommonSight (Contract): Built full Firebase backend from scratch, then led migration to Supabase including auth rewrite, Postgres schema design, RLS policies, and conference demo polish

iOS Developer - Apple Developer Academy

Aug 2025 - May 2026

Michigan State University - Detroit, MI

- Built and shipped 5+ SwiftUI apps across professional development, productivity, and games in an Apple-backed program
- Delivered live demos and pitch decks to industry partners

Bakery Manager

June 2020 - Present

M Street Baking Company - Howell, MI

- Promoted from Dishwasher to Bakery Manager over 5 years
- Managed a team of 10+ across daily operations, inventory, training, and quality control

PROJECTS

CoastCast - SwiftUI, CoreML, WeatherKit, FastAPI

Mar 2026 - May 2026

- Built a Michigan beach conditions app with a custom FastAPI backend deployed on Render, CoreML crowd prediction model trained end-to-end on real visitation data, and real time buoy, weather, and E. coli water quality integration
- Implemented WidgetKit, AppIntents/Siri Shortcuts, and background push notifications using BGAppRefreshTask

QuickStudy - SwiftUI

Nov 2025 - Feb 2026

- Built and shipped a study tool on the App Store that converts scanned notes and PDFs into flashcards with practice mode and multiple-choice quizzes using OCR pipeline built with VisionKit
- Implemented local persistence, PDF import, and MVVM architecture, added multi-provider Ai support (OpenAI, Anthropic) with Keychain Storage

Take Flight - SpriteKit, SwiftUI, Game Center

Jan 2026 - Feb 2026

- Built a 5-in-1 mini-game survival experience set on Belle Isle. Shipped to App Store with Game Center, iPad touch controls, and macOS keyboard support

EDUCATION

Apple Developer Academy - Michigan State University

Expected May 2026

Certificate of Completion - iOS Development - Detroit, MI

100 Days of SwiftUI - Paul Hudson

Nov 2025 - Jan 2026

Certificate of Merit - iOS Development - Online

SKILLS

Languages: Swift, Python, Kotlin, HTML, CSS, JavaScript

Apple Frameworks: SwiftUI, SpriteKit, SwiftData, AVKit, MapKit, Foundation Models, Game Center, WeatherKit, CoreML, VisionKit, WidgetKit, AppIntents

Backend & Services: Firebase (Auth, Firestore), Supabase (Auth, Postgres, RLS), FastAPI (Render)

Architecture: MVVM, NavigationStack routing, JSON persistence, state management

Tools: Xcode, VSCode, Git/GitHub, Sketch