Marguerite Toussaint Lead iOS Engineer

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PROFILE SUMMARY

- **Lead iOS Engineer** (staff level) with **13 years** in **retail apps**, on the **mobile platform team** behind a national retailer's shopping app, setting how feature teams build, test and release.
- Builds with **Swift 6** and Objective-C, **SwiftUI** and UIKit, **Bazel** and Swift Package Manager, Swift Testing, XCUITest and snapshot tests, and **Xcode Cloud** with TestFlight.
- Strongest in **build systems for large apps**, **Swift 6 migration plans** across many teams, **performance budgets** checked in CI, and accessibility rules built into a shared design system.
- Works with **feature team leads**, the **design system team**, Android platform engineers, **accessibility specialists** and release managers on anything that crosses team lines.
- Coaches **4 senior engineers** toward lead roles, sits on the **iOS hiring panel**, and keeps the Swift style guide current as the language changes each year.

TECHNICAL SKILLS

Languages & Concurrency:	Swift 6, Objective-C, async/await, actors, C++ interop
UI Frameworks:	SwiftUI, UIKit, Observation, Core Animation, VoiceOver, Dynamic Type
Apple Frameworks:	Push notifications (APNs), Core Location, WidgetKit, App Intents, StoreKit 2
Architecture & Modularity:	MVVM, Swift Package Manager, Bazel, dependency injection, Clean Architecture
Data & Networking:	URLSession, Codable, GraphQL (Apollo iOS), Core Data, SwiftData
Testing & Profiling:	XCTest, Swift Testing, XCUITest, snapshot testing, Instruments, MetricKit
Release & App Store:	Xcode, Xcode Cloud, TestFlight, App Store Connect, privacy manifests, Datadog

EDUCATION

University of Minnesota — **B.S. in Computer Science** — Minneapolis, MN · Sep 2009 to May 2013

WORK EXPERIENCE

Target — **Lead iOS Engineer, Mobile Platform** — Brooklyn Park, MN · Sep 2018 to Present

- Moved the shopping app's build from Xcode project files to **Bazel** with remote caching across 70 modules, cutting median CI build time for feature teams from 24 minutes to **8**.
- Wrote the **Swift 6** migration plan for 9 feature teams, with module-by-module targets and a shared actor-based networking layer, reaching strict checking in **58 of 70 modules** within a year.
- Set launch time and scroll hitch budgets that CI checks on every pull request with XCTest metrics, keeping cold launch under **1.4s** through 2 holiday seasons of peak traffic.
- Led the move of the shared design system to **SwiftUI** with VoiceOver, Dynamic Type and contrast rules built into each component, now used in **140+ screens** across feature teams.
- Moved release builds to **Xcode Cloud** with TestFlight groups for store team members and phased App Store releases, taking the app from a release every 3 weeks to **weekly**.

Best Buy — **iOS Developer to Senior iOS Developer** — Richfield, MN · Jul 2013 to Aug 2018

- Built order status and store pickup screens in Swift with **Core Data** caching and push notifications, cutting "where is my order" calls to stores by **22%**.
- Added Touch ID sign-in with tokens stored in the Keychain, and took over **App Review** submissions for the iPhone app, cutting rejected builds from 5 a year to **1**.
- Led 4 engineers through moving the cart and checkout code from **Objective-C** to Swift, about **90,000 lines**, without freezing feature work.