

James Sedlacek

SOFTWARE ENGINEER, APPLE PLATFORMS

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SUMMARY

Software engineer with 4+ years building production applications for iOS and macOS using Swift and SwiftUI. Experienced in modular architecture, server-side Swift, secure App Store Connect integrations, and AI product features. Promoted at Peloton and independently shipped two products, including an iOS app with 26,000+ downloads.

EXPERIENCE

Peloton Interactive

July 2023 to May 2026

Software Engineer | Atlanta, GA, hybrid

- Owned and rebuilt the music selection experience for a production macOS class-planning application used by approximately 200 instructors and music staff. Instructor feedback indicated faster planning and broader functionality.
- Delivered feature-dense music discovery and playlist workflows across a legacy AppKit application and a greenfield SwiftUI redesign, including recommendations, multi-entity search, filtering, pagination, contextual menus, and drag and drop.
- Promoted in May 2024 to own larger features and shared architecture. Helped ship a modular multi-package architecture for a team of five frontend engineers, improving separation of concerns, testability, and parallel development. Owned navigation and contributed to dependency injection.
- Mentored junior engineers through pair programming, conducted technical candidate interviews, and introduced Bugsnag crash monitoring with Slack alerts.

Method

April 2022 to July 2023

Software Engineer | Remote

- Introduced SwiftUI into a UIKit-focused CareCredit codebase by proposing and shipping a UIHostingController approach for XIB-based table cells. Demonstrated the pattern so other engineers could apply it across additional screens.
- Refactored an untested 2,700-line UIKit coordinator for a multi-screen CareCredit flow into modular child coordinators. Added automated test coverage, substantially reduced the original file, and shipped accompanying defect fixes.
- Served as the final engineering quality gate for a client-facing credit-card SDK, resolving release-blocking defects and creating safeguards across the SDK for recurring UI problems before client handoff.

INDEPENDENT PRODUCTS

Insights for Apps

Launched June 2026

iOS and macOS

- Designed and launched a native App Store analytics product that has reached 100+ registered accounts and more than 100 apps connected through the App Store Connect API.
- Architected a modular SwiftUI client using separate Core and UI packages, alongside a Vapor backend written in Swift and deployed on DigitalOcean. Built a privacy-focused integration that keeps private keys in the device Keychain and uses short-lived JWTs with a backend protected by Sign in with Apple authentication.
- Built OpenAI-powered chat experiences for acquisition, sales, subscriptions, and customer reviews, plus review translation and response drafts. Added grounded GitHub issue suggestions with typed server-side validation.

Trading Journal

Launched January 2023

iOS

- Designed, built, and launched an independent iOS product that has reached 26,100 lifetime downloads and \$10,300 in App Store proceeds.
- Recently redesigned the onboarding and paywall experience and localized the full application into 15 languages.

OPEN SOURCE

SwiftUI-Navigation

470+ stars | 29 forks

github.com/Sedlacek-Solutions/SwiftUI-Navigation

- Created a type-safe, zero-dependency SwiftUI navigation framework supporting iOS, macOS, tvOS, and watchOS. The broader open-source portfolio has earned 1,500+ GitHub stars.
- Built on Apple's UINavigationController and UINavigationController APIs with centralized stack management and unit-tested protocol implementations. Later adapted the architecture into a separate internal navigation system at Peloton.

EDUCATION

Eastern Florida State College | A.S., Computer Programming & Analysis

August 2019