GEORGE CLINKSCALES JR.
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Portfolio: https://geoclink.github.io/portfolio/

PROFESSIONAL SUMMARY

Participating in non-credit certificate program designed to build a foundation for work and a career in an app economy using Apple's iOS ecosystem. Engage Apple's challenge based learning curriculum gaining exposure in coding, design, project management, entrepreneurship, research and business analysis while focusing on Software Engineer.

EXPERIENCE

We Change Community Consulting – Detroit | iOS Engineer Intern
Feb 2026 - April 2026
- Leveraging SwiftUI and Firebase, with a partner I built the foundational architecture for CommonSight, prioritizing secure user sessions and reliable data flows. Specifically focused on the intersection of geospatial views and AI-generated content to ensure civic data was both accessible and engaging.

MSU Apple Developer Academy – Detroit | Engineer Participant
September 2025 – May 2026
- Participating in a challenge-based Apple development program focused on coding, design, project management, entrepreneurship, research, and business analysis.
- Building production-oriented iOS apps using SwiftUI and Apple frameworks while applying product strategy and user research.

SWIFTUI PROJECTS

CoastCast | *Engineer*
March 2026 – March 2026
View Front End on GitHub I View Back End on GitHub
- A full stack weather dashboard built with **SwiftUI** (frontend) and **Python FastAPI** (backend).
- Integrates **real time weather data** from external APIs, featuring custom UI, and seamless backend/frontend communication.
- Demonstrates **API design** and **data parsing**.

SlotParking | *Engineer*
March 2026 – Present
- **Build** a real-time parking management app for Detroit using SwiftUI and Firebase, designing for attendants and lot owners to track and broadcast available spots citywide.
- **Lead** MVP launch and partnership outreach with hands-on field testing and direct engagement with private lot owners.
- **Engineer** scalable spot tracking and live sync with Firebase, focusing on accessibility, speed, and Detroit-specific branding.

CommonSight | *Engineer*
February 2026 – Present
View on TestFlight I View on GitHub
- **Engineering the Common Sight civic-tech MVP,** a SwiftUI platform designed to streamline community led projects and bridge urban resource gaps in Detroit.
- **Architecting a multi module system** featuring AI powered campaign tools, spatial mapping for neighborhood data and real time progress tracking via a scalable Firebase backend.
- **Developing high stakes investor demos** focuses user engagement, and impactful civic story telling through AI assisted data visualization.
- **Collaborating in a cross functional agile environment** to harden the production ready MVP, ensuring seamless coalition formation and multi role data security.

Stamped! — A City Passport | Lead Engineer, Designer, Project Manager
November 2025 – February 2026
Visit on App Store
- **Published a SwiftUI travel app on the App Store and submitted it in the 2026 Swift Student Challenge**, transforming architecture exploration into a passport style collection experience.

- **Engineered a scalable, accessibility first architecture** for iPhone/iPad featuring stamp progression, haptic feedback and full support VoiceOver, Dynamic Type and High Contrast modes.
- **Developed advanced travel tools** including AI - assisted itinerary planning, voice based quizzes and live API currency conversion with **robust local fallbacks for offline reliability.**

TakeFlight — A Bird Life | Engineer
January 2026 – February 2026
View on TestFlight | View on GitHub

- **Architected a 4 in 1 SpriteKit game** with integrated mini games, a step by step tutorial mode, and refined gameplay logic for a responsive UX.
- **Engineered persistent score tracking and a comprehensive settings menu** featuring haptic feedback and granular audio management.

MULTI- LANGUAGE & WEB PROJECTS
LearnToCode | Designer,Engineer, Curriculum Author
February 2026 - March 2026
Visit Website | View on GitHub

- **Developed a multi language coding trainer** supporting 9+ languages and 14 module tracks; engineered interactive quiz logic and persistent progress tracking using vanilla JS and LocalStorage.
- **Authored original curriculum and mobile friendly UI** used for interview prep. Developed onboarding and skill refreshes, providing instant feedback across mixed question types.

Personal Portfolio & Resume Website | Engineer
February 2026 - March 2026
Visit Website | View on GitHub

- **Built a responsive personal portfolio** using HTML, CSS and JavaScript, hosted on GitHub Pages with integrated recruiter friendly project deep dives.
- **Implemented a Firebase backend** for secure contract form handling and granular user analytics/ event tracking.
- **Secured user data** by configuring Firestore security rules to protect private communications and backend infrastructure.

SCIENTIFIC LAB WORK
Colorado State University Wheat Breeding Program | Lab Assistant
Fort Collins, CO | June 2022 – March 2023

- Supported a wheat breeding research workflow from DNA processing to field data collection.
- Performed DNA extraction from seed tissue and assisted PCR and gel electrophoresis marker workflows.
- Assisted with planting, irrigation support, and harvesting of experimental wheat plots.
- Maintained lab quality standards through equipment cleaning, calibration, and contamination prevention.
- Collaborated with research scientists on trait-linked genetic data and field observation documentation.

EDUCATION
Apple Developer Academy | Michigan State University, Detroit MI
Certificate of completion - IOS Development | August 2025 - May 2026
Colorado State University, Fort Collins, CO
Bachelor of Science, Horticulture / Horticultural Business Management | August 2019 - May 2022

- GPA: 3.2
- Dean's List (Final Two Semesters)
- Member, Horticultural Honors Society

TECHNICAL SKILLS
Languages/Frameworks: Swift, SwiftUI, SpriteKit, Foundation, AVKit, Speech, PhotosUI, CoreMotion, RESTful API integration (Python, Flask, FastAPI), iOS networking, HTML, CSS, JavaScript
Architecture/Data: MVVM, SwiftData, JSON, API design, data parsing
Tools: Xcode, GitHub, Sketch, Canva, Firebase, Visual Studio Code, Chrome DevTools

Platforms: iOS, iPadOS, macOS, Web
Other: Accessibility design, interaction design, product prototyping, API development, responsive web design

SOFT SKILLS
- **Cleanliness**, **organization**, and **maintenance** mindset with high attention to detail and concentration.
- **Respectful** collaborator with good **ethics**, **honesty**, **trust**, and **professionalism** across teams.
- Strong **work ethic** balanced with sustainable work-life habits for long-term performance.
- **Adaptable** and **versatile** in changing project needs, with focus on continuous progress.
- **Humble**, **grateful**, and **appreciative** teammate who **values feedback** and improvement.
- Active **global listener** who communicates clearly.
- Strong **time management**, **punctuality**, **consistency**, and **reliability** in day-to-day execution.

VOLUNTEER EXPERIENCE
- *The Greening of Detroit* | Volunteer | Detroit, MI | December 2025 – Present
- *Montgomery County Food Bank* | Volunteer | Conroe, TX | January 2025 – May 2025

CERTIFICATES
- *Apple* — Apple Ads Certification for ads on the App Store (March 2026)
- *Meta Certificate Program* — Intro to Front-End Development (July 2025)
- *University of Michigan* — Python for Everybody: Getting Started (June 2025)
- *University of Colorado* — Pharmaceutical Sciences (May 2023)
- *Harvard Online* — Principles of Biochemistry (May 2023)
- *Duke University* — Introduction to Human Physiology (August 2022)
- *Cornell University* — Breeding and Entrepreneurial Certificate (June 2022)