

Eli Perkins

eliperkins.com
github.com/eliperkins
eli.j.perkins@gmail.com

Objective

To win an Apple Design Award building an app for Apple platforms, while growing an engineering team and culture to sustain success in today's software industry.

Experience

Particle News

Member of Technical Staff

Feb 2025 - Current

 4.8 stars, 1.1k+ reviews

Joined as employee #11, leading development for an Apple Editor's Choice app. Grew international audience with on-device translations. Adopted Liquid Glass across 100% of app surfaces for iOS 26 release. Grew push notification opt-in during onboarding with new UI.

Microsoft

Principal Mobile Engineer

Feb 2025 - June 2025

Researched frontier computer-use agentic patterns integrated into xCloud and M365 products. Rapidly adopted .NET and Fluent UI in R&D environment for prototypes demo'ed at Ignite 2025.

GitHub

Staff Software Engineer

Aug 2019 - Feb 2025

4.8 stars, 30k+ reviews

Pioneered native platforms team, shipping beta to 10k customers within 3 months of joining, production within 6 months of joining. Featured App Store app and top of Developer Tools category. Grew iOS team from 3 to 8, mobile team from 7 to 28. Unified App Store deployment and CI with GitHub Actions. Architected approach to support varying API versions for enterprise customers. Served as team lead providing technical direction, mentoring, coaching and engineering leadership.

Shortcut Software

Mobile Engineer

Dec 2016 - July 2019

Joined as employee #5, grew company to 40. Interviewed customers to understand mobile product market fit, designed and developed mobile app from scratch. Reduced network overhead for mobile devices with GraphQL API. Shipped multi-platform mobile app to unlock mobile project development platform for all customers.

Venmo

Mobile Engineer

Nov 2014 - Dec 2016

Secured customers via 2FA. Rearchitected home feed to integrate new business entities (Pay with Venmo, Venmo Card). Led Pay with Venmo development, using their Venmo balance to pay in other apps. Reduce development time for new features with new foundational API framework.

Robin Powered / One Mighty Roar

Mobile Engineer

Aug 2011 - October 2014

Joined as employee #1. Pivoted CMS-based consulting business into VC-funded workspace management software.

University of Miami (FL)

B.Sc., Computer Science, 2011

Skills

Swift, SwiftUI, UIKit, GraphQL, REST, mobile architecture, AI/ML including on-device LLMs, MLX, agentic workflows, architecture design records, on-device translation, Objective-C, Figma, Claude Code, Ruby + Rails, Go, TypeScript, React, Next.js, Unix, Bash, AWS.