

Ivy Xing

Staff iOS Engineer · Founder · Consumer Product & AI Systems

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Founder and Staff iOS engineer who owns products end to end, from research and design to architecture and operations, with 11 years building consumer apps: sole iOS engineer of Dote's 3.2M-user app, then iOS lead at Wealthfront. Now building Oria solo, with a self-designed AI engineering system.

EXPERIENCE

Oria Studio · Founder

Jul 2026 – Present

Solo founder of Oria, an iOS app that helps people work through difficult situations and build practical people skills · oriastudio.ai

- Built an AI learning system to teach myself product design; ran interviews and prototype tests that helped shape the MVP.
- Designed 1,200+ screens and the app's design system in Figma, including 500+ rejected iterations.
- Engineered the native app in SwiftUI and designed the versioned API contract for its LLM gateway, with structured outputs, privacy by design, and an eval harness that compares frontier models on quality, safety and latency.
- Architected a multi-agent harness and directed up to 24 Codex and Claude Code sessions a day in parallel (task board, locks, worktrees), shipping 530+ PRs in 5 weeks with 84% of issues caught pre-merge by CI, code review and Figma visual review.
- Made it self-improving and verifiable: 11 scheduled agents turn lessons from reviews, failed builds and corrections (539 so far) into fixes, rules and skills; each rule cites the bug behind it and ships a check proven to catch it, backed by 1,000+ tests.

Wealthfront · Staff Software Engineer, iOS Lead

Nov 2019 – Apr 2026

Nasdaq: WLTH · \$100B+ in platform assets · Teams: Autopilot, Investing, Design System, Cash, Linking

- Received the Owner's Award, a top-performer award given to under 10% of employees for exceptional ownership.
- Led the iOS team as leadership's iOS partner: set goals with the VP of Engineering, built a highly collaborative, supportive culture where engineers helped beyond their own areas, and mentored engineers into senior and tech-lead roles.
- Built iOS on-call from scratch (process, onboarding, mentorship, metrics), cutting Sentry errors and backlog 90%+, recurring issues 80%+ and off-hours pages 80%+; improved incident response and postmortems and scaled the rotation from 7 to 14.
- Created the iOS infra and CI/CD rotation, defining its goals, metrics and ownership, training engineers to run it and shipping Jenkins and infra improvements; reported platform health to the VP and CTO monthly.
- As Design System tech lead, rewrote the layout system, including the base page component behind 80%+ of iOS screens; built the iOS design-system monorepo; created the company-wide component process with the design lead.
- Partnered with product and design on every team on specs and trade-offs; as Investing tech lead, pioneered the DRI role now used across Investing; revamped Cash's project-lead and scrum process and led its ID-verification rebuild with Fraud.
- Solo-built two 0→1 iOS products, Autopilot automated savings and the first Stock Portfolios experience, and shipped features across numerous product surfaces: Cash account, stock portfolio and investing, automated savings, transfers, linking and more.

Dote · Lead iOS Engineer

Jun 2017 – Nov 2019

Gen Z social shopping app · 3.2M users, 40-minute average sessions · \$23M raised from Lightspeed and Goodwater

- Owned the entire iOS app as its sole engineer before the team grew, reporting to the CEO. Shipped every week at a 99.99% crash-free rate with near-zero production bugs over 2.5 years.
- Rebuilt the app from Objective-C to Swift and from manual layout to Auto Layout during a full redesign, without pausing weekly releases; built the shopping feed, search, store pages, social Trends feed, loyalty program and more.
- Built Shopping Party, a pioneering live-stream shopping experience in a US consumer app: a creator's live camera, in-app screen and real-time chat synced in one session viewers shop along with. Learned ReplayKit 2 and live video from scratch; shipped in ~10 weeks, and creator partners hosted 400+ parties in the first 2 weeks. Covered by [TechCrunch](#), [Adweek](#) and [Digiday](#).

Edmodo · iOS Engineer

Jun 2015 – Jun 2017

Social learning platform for K-12 classrooms connecting teachers, students and parents · 60M+ users

- Promoted from intern to senior-level ownership in under 2 years. Built 3 of the 5 major features in the iOS redesign, improved the architecture and API layer, migrated features to a new backend and mentored junior engineers.

SKILLS AND EDUCATION

Product and design · User research, interaction design, prototyping, design systems, Figma

Engineering · Swift, SwiftUI, UIKit, Objective-C, API contract design, CI/CD (Xcode Cloud, GitHub Actions, Jenkins), Sentry

AI · Multi-agent orchestration, agent harnesses, evals, guardrails, context engineering, MCP; Claude Code, Codex

Education · Bowdoin College, B.A. with honors in Computer Science and Mathematics, 2011–2015. Coursework spanned algorithms, AI, operating systems, computer security and optimization; built neural-network CAPTCHA solvers (2014).

Other · Contributing author, [Young Leaders 3.0](#) (2014) · Fluent in English and Mandarin