

Anton Heestand

iOS, macOS Developer

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Apps

Apps on the App Store.

Editor

Circles

Live graphics node editor for iPhone, iPad and Mac. All built in SwiftUI and Metal.

Jockey OSC

Module based remote control over WiFi.

Magnet Crop

Tool for cropping screenshots.

uCal

Infinitely scrollable calendar.

Camera

Layer Camera

Layered camera effects.

Photo Blends

Photo blending app.

HDR Camera

High dynamic range photo app.

Packages

Open source swift packages on GitHub.

Metal

PixelKit

Live graphics tools, based on RenderKit. Over 50 tools for image and video editing.

VoxelKit

Volumetric live graphics tools, based on RenderKit.

RenderKit

Realtime render engine in Metal.

SwiftUI

PixelUI

Live graphics in SwiftUI.

SwiftFX

Visual effects in SwiftUI.

PolyKit

Rounded polygons for SwiftUI.

Technologies

Experience with Apple frameworks.

SwiftUI

Create ML

MetalKit

Git

UIKit

Core Image

RealityKit

Unit Tests

Combine

Core Data

AVFoundation

Localization

async / await

Core Bluetooth

Vision

Dynamic Type

Work

2021 - Today

Bontouch Kalmar, Sweden

iOS, watchOS Developer

- Building native apps in UIKit & SwiftUI
- Creating custom graphs in SwiftUI
- Responsible for implementing UI & UX

2020

t-Studio Stockholm, Sweden

iPadOS & macOS Developer

- Created a fashion design tool for iPad and Mac
- Built multi platform interfaces in SwiftUI
- Responsible for implementing UI & UX

2018 - 2020

Moodelizer Stockholm, Sweden

iOS Developer

- Created 30 dynamic music apps for B2B
- Created a video editor for iPhone with PixelKit
- Responsible for building native apps in UIKit & SwiftUI

2017

RoadLake Media Stockholm, Sweden

Freelance

- iOS app development with UIKit and Firebase
- Website development in JS & PHP for Wordpress

2014 - 2016

Obscura Digital San Francisco, California, USA

Interactive Engineer

- Programming with Python in TouchDesigner
- 360° projection mapping in Shantou, China
- Video system for AT&T Stadium in Dallas, Texas, USA
- Projection mapping of St. Peter's Basilica, The Vatican, Rome

2013 - 2014

Madrone Studios Berkeley, California, USA

Creative Developer

- Programming with Python in TouchDesigner
- Projection mapping for Facebook F8
- Video wall for Instagram in Hong Kong
- Projected video wall for Twitter's IPO events

2013

NuFormer Zierikzee, The Netherlands

Internship

- Interactive experiences
- Body tracking in Unity
- Projection Mapping in TouchDesigner

Education

2011 - 2013

Hyper Island Sweden

Digital Media
- Business School with Diploma

2008 - 2011

John Bauer Sweden

IT Media
- High School