

Janusz Chudzynski
Senior iOS & macOS Engineer

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SUMMARY

Senior iOS and macOS Engineer with 10+ years of experience designing, developing, and maintaining native Apple applications used by millions of users worldwide.

Most recently served as a Senior Software Engineer on the macOS team at TechSmith, contributing to Camtasia, one of the world's leading screen recording and video editing applications. Throughout my career, I have delivered software solutions for private clients, state institutions, military organizations including the United States Navy, and large commercial organizations.

Extensive experience with Swift, Objective-C, SwiftUI, UIKit, macOS development, REST APIs, application architecture, and modernizing legacy codebases. Recently focused on AI/LLM integrations, independent product development, and building mobile, desktop and web applications from concept to production.

In addition to industry experience, I created and taught university-level mobile application development courses in the United States and have authored technical books on iOS development, Bitcoin, and real estate investing.

SKILLS

Swift, SwiftUI, UIKit, Objective-C, macOS, iOS, REST APIs, JSON, Core Data, Core Graphics, Core Animation, Firebase, OpenAI APIs, AI/LLM Integrations, Python, JavaScript, Solidity, SQL, Git, Xcode

EXPERIENCE

GulfCoast Dev LLC — Founder & Independent Software Developer
July 2025 – Present

Founder of Gulf Coast Dev LLC, focused on software development, mobile and AI-powered applications..

- Developed VolleyHeat, a native iOS application for indoor and beach volleyball scorekeeping and analytics using Swift and SwiftUI. Designed and implemented court-based play tracking, match review and editing tools, interactive heatmaps, directional vectors, player and team statistics, and advanced analytics workflows. Architected the application with a local-first JSON data model, supporting match history, data export/import, and future cloud synchronization. Responsible for the complete product lifecycle including UI/UX design, data modeling, monetization strategy, App Store deployment, and subscription-based premium features.
- Built independent products including:
 - ainotes.us - using Python, OpenAI to extract, analyze and summarize YouTube videos
 - www.micasa.rentals
 - cryptodev.info
 - nepacozyrentals.com
- Researched and developed AI-powered workflows and OpenAI integrations
- Developed applications and prototypes related to cryptocurrency, blockchain, and modern web technologies
- Continued active development across Apple platforms, web technologies, and AI tools

TechSmith — Senior Software Engineer (Camtasia macOS Team)
2019 – 2025

Contributed to the development of Camtasia for macOS, a widely used video editing application used by millions worldwide.

- Modernized legacy Objective-C components into Swift, improving maintainability and scalability
- Designed and implemented the Welcome Window onboarding experience
- Developed and integrated REST APIs for application services and feature extensibility
- Implemented macOS-specific functionality including Touch Bar support
- Researched and prototyped AI/LLM-powered features using OpenAI technologies
- Collaborated with cross-functional teams to deliver high-quality releases focused on performance and user experience

Izotx LLC — Owner & Lead Developer
2015 – 2020

Owner of Izotx LLC, a software development company focused on mobile, web, wearable, and blockchain applications.

- Developed custom software solutions across iOS, Android, web, and wearable platforms
 - Led development of independent and client projects including Next Exit History, 2K Games app companion and many others
 - Explored early blockchain and Solidity development
 - Managed architecture, development, and client communication
 - Built products ranging from consumer applications to business tools
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University of West Florida — Software Engineer & Instructor
2011 – 2019

Developed and researched innovative software supporting teaching and learning across multiple university departments and grant-funded initiatives.

- Built mobile applications, web apps, games, and simulations
 - Worked on grant-funded projects including applications for the U.S. Navy
 - Developed iOS and Android educational applications
 - Created and taught mobile programming courses for the Computer Science Department
 - Presented research and technical talks on mobile development, iBeacons, IoT, and Apple Watch technologies
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University of West Florida — Graduate Assistant / Adjunct
2008 – 2010

- Taught iPhone Programming and iPhone Web Applications courses
 - Developed iPhone applications, Flash games, and web projects
 - Maintained websites for the Computer Science Department
 - Completed graphic design and multimedia projects
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SELECTED PRESENTATIONS & RESEARCH

- Mobile and Wearable Applications at UWF — iTenWired 2015
 - Mobile Development in the Age of Internet of Things & Programming Apple Watch
 - Internet of Things, Contextual Computing & Rise of iBeacons — 2014
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PUBLICATIONS

- Developing iOS 5 Applications — Co-authored with Laura J. White
- Retiring with Bitcoin and Real Estate
- Additional technical publications focused on iOS and mobile software development

AWARDS

- Apple WWDC Scholarship Recipient
- Outstanding Graduate Teaching Assistant
- Outstanding Graduate Assistant

EDUCATION

University of West Florida

Master of Science in Software Engineering

Warsaw University of Technology

Master of Science in Industrial Engineering

Bachelor of Science in Industrial Engineering

Emphasis: Manufacturing systems, industrial operations management, production processes, engineering economics, marketing, and technical communication.