

# Jeremy Bassi

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## Summary

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Staff Software Engineer with 10+ years of iOS experience building consumer-facing applications at scale and 4+ years driving mobile architecture and technical strategy. At Block, drove org-wide mobile direction across Square and Cash App — owning greenfield architecture, aligning multi-team roadmaps, and mentoring engineers to promotion.

## Technical Skills

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**Languages:** Swift, Objective-C, Java/Kotlin

**Frameworks:** iOS SDK, UIKit, SwiftUI, Combine, Swift Concurrency, Accessibility (a11y), Protobuf, Swinject, XCTest, XCUITest, Core Data

**Architecture:** MVP, MVVM, Clean Architecture, Dependency Injection, Modularization, Protocol-Oriented Design

**Domains:** Mobile Payments, Fintech, Cryptocurrency, Point-of-Sale

**Tools:** Xcode, Git, Jenkins, Amplitude, Datadog, Bugsnag, Figma, LaunchDarkly, Graphite, Bazel, AI Tools (Claude, Cursor)

## Work Experience

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### Staff Software Engineer, iOS — Square · Block, Inc.

Jan 2025 – Feb 2026

- Owned mobile architecture and delivery for Square Bitcoin Conversions, a 7-month greenfield Block-wide priority: led a 7-engineer client team across Android, iOS, and web, coordinating with 3 partner teams (~19 engineers total)
- Designed full mobile architecture, contributed **140+ backend PRs** in Java/Kotlin, and drove **\$11M in Bitcoin conversion volume** across **229K+ conversions** at launch; unblocked cross-team dependencies enabling on-time delivery across 4+ teams
- Owned delivery of Cash App Bitcoin Performance module, driving a **statistically significant decrease in market sell actions** and a **+1.7% increase in Bitcoin home visits**, a leading indicator of sustained engagement
- Transformed Square Banking from required-reviewer to trusted engineering partner; mentored senior engineers to promotion

### Senior Software Engineer, iOS — Cash App · Block, Inc.

Oct 2022 – Dec 2024

- Led org-wide Arcade design system migration across the Financial Products org: designed the migration path, drove A/B-tested phased rollout, and authored a testing guide adopted across multiple engineering teams
- Redesigned system architecture to separate tightly coupled components, improving dependency injection and enabling faster, independent development across teams
- Created and led technical workshops recognized company-wide across Cash App: developed all content and instructor guides adopted across multiple teams; delivered cross-team showcases to **1,000+ engineers** at Engineering All-Hands

### Senior Software Engineer, iOS — Square · Block, Inc.

Jan 2020 – Oct 2022

- Owned end-to-end iOS delivery of the Square Stand (S3) project, a year-long buyer-facing initiative with 4 engineers: defined scope, cleared external dependencies, and drove a successful Q1 2022 launch
- Designed and implemented Orders Flow Orchestrator, the foundational architecture driving screen transitions for Orders-backed checkout features; presented design to Checkout Flow and Mobile Payment Experience teams
- Sourced and closed **4 mobile engineers (L5-L6)** through referrals and active interviewing

### Software Development Engineer I – III, iOS — Workday

Apr 2016 – Jan 2020

- Led WKWebView migration and certificate server design for the login flow, releasing to **100% of users**
- Built native login PIN and Face/TouchID authentication used by **50%+ of users**

## Projects

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trappedinside.ai — Generative art experience using Gemma 2B on Raspberry Pi; React, Tailwind, Bun. Built with Cursor + Claude.

## Education

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B.S. Computer Science — University of California, San Diego

2016