

Jake Holland

SENIOR SOFTWARE ENGINEER

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Quality-first senior engineer with 10+ years across mobile, AR, and VR. I architect scalable, modular applications from 0 → 1 and evolve high-usage systems used by millions – shipping reliable software with no missteps across iOS, Android, and C++. Tech lead for AR calling on Meta Orion – unveiled at Connect 2024 as the most technically advanced AR prototype ever built – and for VR Chromecasting on Meta Quest. Consistent focus on reliability, edge cases, and the failure states that define real-world trust in a product.

EXPERIENCE

Meta — VR / AR / iOS Software Engineer

May 2020 — Mar 2026 · Seattle

- Tech lead for real-time voice & video calling, built 0 → 1 on Orion AR glasses across a constrained hardware, real-time stack; unveiled at Meta Connect 2024.
- Tech lead for Quest VR Chromecasting – owned architecture, performance & reliability end-to-end in C++/Kotlin with JNI over the openscreen protocol stack.
- Led integration of Meta’s MSYS messaging library and designed cross-language SDKs bridging C++ to Kotlin, React Native & Dart.
- Shipped core Swift/SwiftUI Messenger video features used by hundreds of millions; architected Watch Together Ads (React Native) at 90% coverage.
- Drove roadmap, goal-setting & weekly cross-functional planning for teams of 6–8; mentored engineers and led onboarding.

Jimmy John’s — Lead Mobile Developer

Jan 2018 — May 2020

- Owned the entire iOS & Android ordering function end-to-end for 1.5M+ MAU; transitioned from a vendor and hired an in-house team of 8.
- Modernized iOS to 100% Swift with modular MVVM and Jenkins CI/CD; built an Apple Watch app, Siri Shortcuts & led screen-reader accessibility.
- Delivered a zero-downtime migration to a new ordering backend with full app stability and data integrity.

John Deere — Mobile Developer / Scrum Master

May 2016 — Jan 2018

- Built iOS apps streaming real-time precision-ag data from machinery over high-speed local Wi-Fi.
- Built the BLE foundation for the connected mower platform: command protocols, connection lifecycle & graceful failure recovery across firmware and iOS.

GROWMARK — Mobile Software Developer

May 2015 — May 2016

- Built iOS & cross-platform apps 0 → 1 plus internal web tools on SQL/.NET backends; joined full-time after a summer internship.

TECHNICAL SKILLS

LANGUAGES	Swift, SwiftUI, Kotlin, C++, React Native (TypeScript), Flutter (Dart)
PLATFORMS	iOS, Android, Xcode, wearables & connected hardware
ARCHITECTURE	MVVM, modularization, dependency injection, cross-platform bridging
CONNECTIVITY	Bluetooth LE, CoreBluetooth, local Wi-Fi, WebSockets, Protobuf, GraphQL
TESTING / CI	Unit, integration & UI testing; CI/CD pipelines

EDUCATION

BS, Technical Systems Management — Minor in Business, University of Illinois

May 2015