

JOSH KIMMELMAN

Senior Developer · AI Product Builder · New York City Metro Area

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SUMMARY

I'm an experienced mobile developer and team leader with 15+ years shipping consumer products at production scale for Caesars Entertainment, Marvel, and multiple startups. I began as an animator, retrained as a computer scientist, and have been riding technology shifts ever since. Now I'm looking for the next step in my career — ideally with a company as passionate about the intersection of AI and productivity as I am.

I was the first iOS developer hired at Caesars and quickly became Team Captain, driving the architecture, scalability, and reliability of the company's iOS platform. Responsibilities included writing the prototype and first lines of code for Caesars Sportsbook and Caesars Palace Online.

Outside of the day job, I love making things with AI: it's been my passion since I made my own model from scratch back in grad school, a project called [FuzzBot](#).

Most recently, I created [Cappa Football Trends](#) using Claude and Kiro to compose and maintain the front and backend systems, including data retrieval, database processing, and cloud store management. My latest experiment, [JokeMachine](#), is a fully automated content pipeline — sourcing, scripting, generating, and publishing video — that takes one-liner jokes and turns them into YouTube Shorts videos. I'm currently working on CappaAgent, what I call ChatGPT for sports betting, designed to be a new feature in my NFL trends app. I'm always trying new tools and techniques, such as GitHub's Speckit, which is making “vibe coding” more obscure each day.

TECH STACK

AI & Agent Engineering: Claude tool-use / agent loops, MCP servers, FastAPI backends, deterministic tool & data layers, golden-test evaluation, agentic coding workflows

iOS & Mobile: Swift, SwiftUI, Combine, PointFree libraries, CoreAnimation, CoreData, StoreKit, Firebase, GTM, Onfido, Ziqni

CI/CD & DevOps: GitLab CI, Fastlane, Firebase, Terraform, Kubernetes

AI Coding Tools: Claude, Kiro, GitHub Copilot, Cursor, ChatGPT, Expo, Pollinations.ai

Observability & Reliability: New Relic, NRQL, custom events, dashboards, PagerDuty, XMatters, FullStory, Crashlytics, InstaBug, LogRocket, Charles, Proxyman, Swagger

EXPERIENCE

Senior iOS Developer / Team Captain — Caesars Entertainment

[Caesars Sportsbook](#)
[Caesars Palace Online](#)
[Horseshoe Casino](#)

Jan 2020 – Jul 2026 · Remote/Jersey City, NJ

First native iOS engineer hired by William Hill / Caesars, building the company's iOS platform through the William Hill → Caesars acquisition and data migration, the COVID-era shift to remote work, and rapid iGaming growth.

- **Led delivery of flagship, production-critical features in Swift:** including our proprietary casino game launcher (see below), owned the entire Rewards tab (rewards pages, Rewards Shop, leaderboards) across sportsbook and casino apps, and a selfie-based KYC onboarding flow powered by Onfido.
- **Engineered the proprietary game launcher:** orchestrated JavaScript inside custom WKWebViews to run third-party HTML5 game bundles, built an embedded local mock server to avoid CORS failures, using On-Demand Resources to stream game content per App Store policy — integrating SDKs from IGT, Aristocrat, Light & Wonder, Evolution, NetEnt, and PlayTech.
- **Took Caesars apps 0→1:** worked with designers, product owners, QA, UX researchers, and high-level managers to co-architect highly profitable and feature-rich apps from scratch, born from a modular, horizontally scalable iOS codebase that evolved into Caesars Sportsbook, Caesars Palace Online, and Horseshoe Casino, and from numerous prototypes and POCs.

- **Team Captain leadership:** mentored engineers across levels via 1:1 meetings, advancing them toward internal promotions; ran the weekly iOS CoP department meeting and knowledge-transfer sessions on new technologies being adopted across the company; and served as the technical translator between engineering and non-technical stakeholders.
- **Owned team infrastructure and observability:** built and maintained our CI/CD system in GitLab, and created and oversaw our New Relic dashboards and the analytics engine embedded in our apps.
- **Grew the iOS team from 1 to 40+ engineers,** hiring and onboarding amid intense competition for mobile talent in this brand new industry. Designed the iOS interview process and hiring rubric from scratch; hired numerous engineers who became team leads.

iOS Developer — Marvel Entertainment

Marvel Unlimited

Aug 2016 - Dec 2019 · New York, NY

- Led architecture and implementation of Marvel Unlimited's first native in-app subscription platform, reconciling Apple StoreKit subscriptions with a legacy billing system in production at scale — securely handling entitlement and payment state to drive significant user growth and recurring revenue.
- Solved long-standing bugs and crashes in the app, increasing performance and bringing the crash rate to below one percent and App Store rating to 4 stars.
- Modernized a large, undocumented Core Data architecture — resolving critical concurrency issues (thread-unsafe managed object contexts, race conditions on shared state) and long-standing anti-patterns — significantly improving reliability, crash-free session rate, and App Store rating; earned direct recognition from Apple engineering representatives.
- Designed and shipped the popular Random Comic discovery feature from concept to production, efficiently sampling and serving results at scale across Marvel's extensive digital catalog (not as easy as it sounds!).
- Maintained reliability and low-latency performance through Marvel's biggest theatrical-release traffic spikes, with zero high-priority production incidents.

PERSONAL PROJECTS

- **Cappa: Football Trends** ([App Store](#)) — self-designed, developed, and published iOS app that surfaces historical against-the-spread, straight-up, and over/under betting trends from thousands of past games, letting users filter down to specific situational angles in seconds.
- **JokeMachine** — a fully automated content pipeline that sources jokes, generates AI storyboards and video, and publishes to YouTube Shorts, with every stage gated through a Discord approval bot so nothing ships without a human sanity-check. Wrote up what worked, what broke, and what I'd do differently: joshkimmelman.com/blog.

EARLIER EXPERIENCE

- Clevertech (now Lumenalta) (freelance) — iOS Developer (Mar 2016 - Jul 2016) — lumenalta.com
- Hudl — iOS Developer, Video Interface (Jul 2015 - Feb 2016) — [Hudl on the App Store](#)
- JK Design — iOS / Mobile Developer (Jan 2014 - Jul 2015) — jkcommsagency.com
- Fuzz Productions — iOS Developer (Jun 2012 - Dec 2013) — fuzzproductions.com
- Built by the Factory (freelance) — iOS Developer (Oct 2011 - May 2012)
- Slingo — Sr. Game Developer / Designer (Jan 2008 - Sep 2011) — slingo.com
- Gameloft — Game Designer (Jan 2007 - Dec 2007) — gameloft.com
- Montclair State University — Adjunct Professor (2004 - 2007) — montclair.edu

EDUCATION

Montclair State University — M.S. Computer Science

Master's project: AI poker bot — write-up: joshkimmelman.com/FuzzBot

Tufts University — B.F.A. Fine Arts, Electronic Media

Beyond work: travel videography, making music, and rooting for the Yankees, Raiders, and the 2026 champion Knicks.