Anthony Rizk

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EXPERIENCE

Ninewren (ninewren.com) Mar 2026 – Present

Founder · Austin, TX

- Founded Ninewren as an experiment in AI-first company building: a one-person studio where agents do most of the engineering, design and operations.
- Agents build and ship native mobile apps (in beta), Cloudflare services, and a RAG assistant with an MCP endpoint; product, architecture and the agent workflows themselves are human owned.
- Bringing what works to a small number of consulting engagements: agentic development adoption, mobile architecture, and part-time staff-level engineering leadership.

Tech: Swift, SwiftUI, WidgetKit, SwiftData, TypeScript, Claude API, Claude Code, MCP, Cloudflare

ClassDojo May 2023 – Feb 2026

Staff Software Engineer, iOS · San Francisco, CA (Remote)

- Owned product engineering strategy for parent onboarding and activation, story and events, communities and other areas; partnered with design and data to identify, spec, and ship growth bets that drove double-digit improvements in activation metrics across millions of users.
- Built iOS implementations (SwiftUI) and supporting backend services (Node.js) for core user-facing features; operated full-stack when the problem required it.
- Introduced agentic AI development workflows to the team — authored the initial Cursor Rules and helped transition the team toward Claude Code / Codex.

Tech: Swift, SwiftUI, Node.js, Claude Code

Greg — Plant Identifier & Care (greg.app) Aug 2021 – Feb 2023

Lead Software Engineer, iOS · Remote

- Built real-time on-device plant identification pipeline — ARKit scene capture, YOLO-based object detection, and a fine-tuned classifier across several hundred species
- Owned the StoreKit subscription implementation — the sole monetization channel for the company.
- Led iOS engineering across all App Store releases in a small team with highly shared ownership across the stack.

Tech: Swift, SwiftUI, UIKit, Core ML, Vision Framework, ARKit, StoreKit

Facebook Oct 2020 – Jul 2021

Staff Software Engineer, Mobile / TLM — Messenger · Austin, TX (Remote)

- Directed the technical roadmap for Messenger and Instagram Direct Search clients on iOS and Android, optimizing search latency and UI responsiveness.
- Mentored junior engineers and de-risked complex product requirements through cross-app architectural planning.

Tech: Objective-C, Java, C/C++, SQL, GraphQL, Hack, Buck

Google Sep 2019 – Sep 2020

Senior Software Engineer, Android — Google Mobile Services (GMS) · Austin, TX

- Supported teams across Google developing Android APIs for GMS.
- Developed and maintained GMS build/test infrastructure and data analysis pipelines; fixed GMS core bugs.

Tech: Android, Java, Flume, Blaze

Facebook Aug 2017 – Sep 2019

Staff Software Engineer, iOS — Messenger · Menlo Park, CA

- Tech lead across multiple workstreams of the Messenger “LightSpeed” rewrite — a full rebuild of the iOS client that reduced codebase and on-device footprint by ~84%, within a large cross-functional iOS organization.
- Lead iOS engineer for Messenger Teens — a series of bets aimed at growing the teen demographic, including high school networks, emoji messaging, and close-friends messaging.

Tech: Objective-C, C/C++, iOS, Facebook internal frameworks

Cape (acquired by Motorola Solutions) Oct 2016 – Aug 2017

Mobile Tech Lead, iOS & Android · Redwood City, CA

- Owned development of the "Cape Operator" drone control app — real-time video streaming via WebRTC, UAV flight control, and DJI SDK integration.
- Mobile architect and lead developer for the consumer-facing "Cape Spectator" app on iOS and Android.
- Holds 2 patents related to the operation of remote unmanned aerial vehicles.

Tech: Swift, Objective-C, Java, WebRTC, DJI SDK

Tableau Jun 2014 – Sep 2015 & Mar – Oct 2016

Lead Software Engineer / Development Manager — Vizable (0→1) · Palo Alto, CA

- Defined the overall architecture across all app layers: column-oriented on-device database, data import pipeline, commands infrastructure, and the UI and animation framework.
- Grew the team (dev, UX, QA, PM) from 3 to 17 people through internal and external hires.
- Lead developer through v1 launch; managed 11 developers across several post-launch releases.

Tech: Swift, Objective-C, C++

VMware Jan 2012 – Jun 2014

Architect & Lead Developer / Development Manager, Mobile · Palo Alto, CA

- Built several public and internal Android and iOS apps.
- Established and ran mobile app development teams; owned business engagement, roadmaps, and architecture.
- Mobile architect and technical lead for the AirWatch MDM rollout and other implementation projects.

Tech: iOS, Android, Objective-C, Java

Zeebu Mobile Jul 2009 – Dec 2011

Founder & CTO · Ottawa, Canada

- Lead developer and designer for over a dozen kids' apps with several million downloads across BlackBerry, Android, iPhone, iPad, and BlackBerry PlayBook.
- Handled fundraising, hiring, design, sales, marketing, and finance.

Rove Mobile (acquired by SolarWinds) Feb 2001 – Nov 2008

Founder & Lead Developer → VP Operations · Ottawa, Canada

- Lead developer for Mobile Admin and Mobile SSH — flagship IT management products for iOS, Android, BlackBerry, and J2ME.
- Grew the company to 40+ employees over 7 years while remaining profitable.
- As VP Operations, responsible for most of the company outside of sales and marketing.

bitHeads 2007 & 2008 – 2009

Mobile Software Developer · Ottawa, Canada

- Led various client mobile projects with a focus on BlackBerry — networking, UI, and hardware integration.

TrueContext Sep 2006 – Sep 2007

BlackBerry Team Lead & Project Manager · Ottawa, Canada

- Led the BlackBerry development team and owned project delivery.

EDUCATION

University of Waterloo 2000

Honours Bachelor of Mathematics (Mathematical Sciences) — Waterloo, Ontario, Canada

PUBLICATIONS

Beginning BlackBerry Development Apress, 2009 (2nd ed. 2011)

All-time best-selling BlackBerry development book · 4/5 stars on Amazon.