

W. ASHER POPE

SOFTWARE ENGINEER | SYSTEMS DESIGN & FULL STACK ARCHITECTURE

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PROFESSIONAL SUMMARY

Software engineer with 4+ years of experience designing multi-service architectures and shipping full-stack web platforms and cross-platform mobile applications. Every project follows the same philosophy: clean layer boundaries, offline-first persistence, typed contracts, and self-sustaining systems that clients can operate without calling a developer. Combines systems-level thinking with strong client communication, translating complex domain expertise into working, resilient software.

TECHNICAL SKILLS

Languages: Kotlin, Swift, TypeScript, JavaScript

Mobile: React Native, Expo, Android SDK, Jetpack Compose, SwiftUI, iOS SDK

Web & Backend: Next.js, Vite, React, Tailwind CSS, Sanity CMS, Supabase (Postgres/Edge Functions), Stripe, Mux

Architecture: Clean Architecture, Offline-First Sync, Outbox Pattern, REST API Design, OAuth/PKCE

i18n: 6+ Language Support, ccTLD Routing, Proxy-Based Domain Routing

Tools: Git, Claude Code, OpenAI Codex, Xcode, Android Studio, EloView, Vercel

EXPERIENCE

Intrinsic Labs LLC | Owner & Lead Developer

AUG 2022 – PRESENT

Fort Mill, SC → Mint Hill, NC

- Architected a multi-service fitness platform (Dog Body Mind) splitting content management (Sanity CMS), relational metadata (Supabase/Postgres with RLS), and video streaming (Mux) to serve dog trainers across 6 languages. 20 API endpoints, versioned training algorithm, offline-capable React Native app. Paid client, 12+ months
- Built a prototype to replace Salesforce Mobile for GFiber's 100-person D2D sales team (GFBR) - offline-first SQLite with outbox sync to Salesforce REST API, OAuth/PKCE auth, geospatial territory rendering with GeoJSON parsing, clean architecture with ESLint-enforced layer boundaries
- Created Aspen Grove (open source) - an LLM interface treating conversations as explorable trees. Hypergraph-backed immutable nodes, SHA-256 hash chains with RFC 3161 timestamps, multi-provider abstraction, WatermelonDB persistence
- Delivered 6+ paid client projects building self-sustaining systems - Sanity CMS with webhook-triggered rebuilds, Stripe e-commerce with automated reporting, Sanity/Supabase/Airtable-backed admin interfaces so clients manage their own content without developer involvement

GFiber (Google Fiber) | Direct Sales Representative

JUN 2025 – PRESENT

Charlotte, NC

- Entered sales with zero prior experience; ranked 2nd out of 15 reps on the Charlotte team in monthly signups and sustained top performance consistently
- Earned second-level promotion at the earliest eligible date through repeatable results and consultative selling approach

Christ Covenant Church | Sound & Media Manager

OCT 2019 – OCT 2024

Matthews, NC

- Built native Android operations tools (Kotlin/Jetpack Compose): interactive missions kiosk on 2 Elo 4304L 43" touchscreens managed via EloView, plus an attendance app (Swift/SwiftUI) used by 1,000+ people - both backed by Airtable for staff self-service
- Led 19-person AV team; oversaw production for 125+ live events/year (1,200 avg. attendees); created workflow automation that improved distribution efficiency by 50%+

Clearly Reformed | Video Producer & Developer

MAY 2023 – PRESENT

Matthews, NC

- Produced 5 video explainers (25,000+ views); building a cross-platform mobile client app with custom e-reader experience and local SQL persistence for bookmarks and notes