Command Line

While not necessary, unleashing the command line will make some tedious tasks trivial and some doosies doable. Plus it helps to perpetuate the hacker stereotypes when you code in coffee shops.

Name	Link	Description
fish	https://fishshell.com	A "modern" shell, meaning it might not have been released before you were born. Autocompletion that's almost creepy it's so good.
tmux	https://tmux.github.io	If one terminal window is good, more is better, right? Especially great with big monitors.
git	https://git-scm.com	I promise git from the command line is less confusing than a gui tool.
iTerm2	https://iterm2.com	More options for terminal goodness.
Homebrew	https://brew.sh	Want to install something small like wget or big like gcc? One command and done.
archey	brew install archey	ASCII art will never die!
vim	everywhere	Everyone has a horse in the command line editor race. This one is mine. It has been for more than two decades, hasn't changed fundamentally in that time, and is always installed and ready to work.
swift	https://swift.org	I've written miles of shell scripts over the years, but writing scripts (and executables) in Swift is insanely fun. Image manipulation and calendar mumbo jumbo? Easy.

Swift

Name	Link	Description
Swift Package Manager	https://swift.org/package-manager/	I've never been into CocoaPods, but SPM for managing package dependencies, especially for managing command line utilities, is sweet. Integration into Xcode is on my WWDC 2017 wishlist.
CommandLineKit	https://github.com/jatoben/CommandLine.git	Library to make making command line utilities better and easier.
Laurine	https://github.com/JiriTrecak/Laurine	Type safe localized strings files are better than unsafe localized strings.
YamlSwift	https://github.com/behrang/YamlSwift	I'm a big fan of using YAML for describing data in projects. It's human writable and readable and this library makes it easy to load into a Swift app.
Stencil	https://github.com/kylef/Stencil	A templating library for Swift a la Mustache. Ripe for combining with YamlSwift and CommandLineKit to make some metaprogramming magic.

Tools

Name	Link	Description
Xcode	https://developer.apple.com/xcode/	It's natural sometimes to hate something you work on hours a day, but Xcode is an amazing IDE, powerful, occasionaly exasperating. And pretty much the only game in town if you're doing native iOS development.
Dash	https://kapeli.com/dash	Developer's documentation done right. Super quick access to anything and everything. Not a day goes by that I don't opt-space.
Atom editor	https://atom.io	Wow plugins. Much themes. Such capable. If I'm editing something that Xcode doesn't like, this is where I go.
Keynote	https://www.apple.com/keynote/	When you present stuff, and you should be presenting stuff, Keynote will make it and you look better.
DaisyDisk	https://daisydiskapp.com	Developing on a MacBook means never having enough storage. This good-looking app makes finding cruft as fun as possible and deleting it easy peasy.
macOS Server	https://developer.apple.com/download/	If you've never checked this out, give it a try (free with your developer account). A CI server tightly coupled with Xcode is insanely good. But check out the caching server if you never have. Oh so good.
FlyCut	https://github.com/TermiT/Flycut	Those who don't store their clipboard history are doomed to retype it. This is a great, lightweight clipboard manager that I've been using for years. So much bacon saved.
Kaleidoscope	http://www.kaleidoscopeapp.com	For those times that I want to visualise diffs between files or commits in style and kind of regret not having a git gui tool, this is my jam. Pricey but pretty. Plus command line integration.