

Yichun Chen

iOS developer

+886958-052-477

yichun.dev@gmail.com

portfolio: yichunchen.com

Summary

- 7 years full stack iOS app developer with project management experience.
- 10+ commercial apps development experience.
- 5+ projects as team PM. (as well as developer on the team)
- 4 years of experience using Mixpanel + Intercom to run growth experiments.
- Made 2 games which have been #1 in Taiwan app store.
- Familiar with App Store publish process

Experience

R+W STUDIOS – 2012-2020

- Senior iOS developer
- R+W is a global creative agency & startup incubator, partner with startups and global brands to design, create and grow mobile and web apps, video games, VR apps, IoT hardware, and the cloud services that light them up.
 - Cooperates closely with UI/UX Designer and Product Manager
 - Developed new features and refactored codes
 - Legacy project maintenance
 - Build CI/CD with CircleCI
 - App deployment

SOYONG CORP. – 2011-2012

- iOS developer
 - Develop a science game for kids on iPad

Education

National Taipei University of Education

Master's Degree, Game and Interactive Media Design · (2010 - 2012)

Top skills

Swift, Objective C, Cocoapod, bluetooth
Mixpanel custom events and integrations
Github PRs, branching, merging

Project details

RESPONSIBLE FOR DEVELOPMENT AND ENHANCEMENT

(see screenshots on: yichunchen.com)

Project: Navigation service, Jan. 2019 - Dec. 2019 (12 months)

- Prototype for new features for a electronic scooter company
- Navigation related features
- Location Based Service based on user and battery status
- Run Scrum for Agile (two weeks for a sprint)
 - Collaborate with a designer, two iOS developers and a backend developer
 - Implement navigation service by using Mapbox SDK
 - Integrate weather service API
 - Show nearby gostations/other services
 - Implement speed camera alert in navigation
 - Integrate Dialogflow(Google voice assistant) for voice control
 - Use motion detector to know if user is driving the scooter
 - Technique: Swift, Firebase, Mapbox, OSRM, Heremaps, Mixpanel, Dialogflow, MotionDetector, Bluetooth

Project: E-commerce app, Dec. 2017 - July 2018 (8 months)

- A consumer app which allows users to use camera scanning kids' foot to buy shoes.
- Estimate kid's foot size every month
 - Collaborate with one designer and one iOS developer
 - Integrate Shopify and apple pay
 - Facebook login
 - Implement shopping checkout process
 - Set up abandon cart email campaign
 - Implement UIKit animations for tutorials
 - Cloud function for coupon redeem
 - Cloud function for Notifications of kid's foot size estimation
 - Technique: Swift, ObjC, Firebase, Autolayout, Intercom, Mixpanel, Crashlytics, Facebook Login, javascript

Project: Shuffoe, Aug. 2015 - July 2018 (3 years)

- Service for restaurants and patrons
- Get coupons/promotions/membership cards from merchants by QRCode scanning.
- Browse nearby restaurants and add restaurants to favorites
- Lunch group voting
- Collaborate with one designer and one backend developer
- Implement patron app
- Set up marketing campaigns
- Facebook login
- Integrate Yelp API to get nearby restaurants data
- Set up Universal Link for invitations
- Convert Objc to Swift codes
- Technique: Swift, ObjC, Parse, Autolayout, Crashlytics, QRCode, Intercom, Google map SDK, Google places, Universal Link, Cocoapods, Coredat

Project: Dog dating app, Sep. 2013 - Dec. 2019 (6 years)

- BarkHappy is a location based app and community for dog lovers
- Find dog friendly places on the map and book dog friendly hotels
- Discover dogs nearby
- Attend dog friendly event
- Lost and found dogs alert
- Collaborate with one designer and several developers
- Implement POI search functions on the map
- Improve user experience
- Maintenance work for years
- Technique: ObjC, Swift, Javascript, Parse

Project: Special circle, Jan. 2017 - Jan. 2018 (1 year)

- An app for parents and teachers to communicate about the kids who have special needs.
- Easy for teachers to create medical forms
- Remote work for a startup in New York
- Collaborate with one designer and one backend developer
- Implement client side app
- Technique: ObjC, Parse

Project: Tutu dreams, Mar. 2013 - Sep. 2013 (6 months)

- App enables toys. We made conductive toys like tooth brush for kids to learn how to brush their teeth.

- Collaborate with one designer and one iOS developer
- Writing voice script and voice recording management
- Arrange a flashmob for marketing
- Technique: ObjC, Cocos2d

Project: Sticker games, Sep. 2012 - Feb. 2013 (6 months)

- A kid game on iPad. We deliver real stickers to kids when they earn the prize in the games.

- Collaborate with one designer and one iOS developer
- Implement several games and animations
- Technique: ObjC, Cocos2d

RESPONSIBLE FOR PROJECT MANAGEMENT

Project: Movie stream platform (*PM*), July 2018 - Sep. 2018 (3 months)

- Delivering a substantial set of growth documents and implementing a complex set of events and reports on web, mobile, and server endpoints.

Project: Food takeout service (*PM*), Oct. 2019 - Dec. 2019 (3 months)

- Manage a food takeout service project. Planning delivery service, coordinate with 4 different companies, arrange the schedule and clarify API needs.