

Yichun Chen

iOS developer

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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
- Familiar with CI/CD process
- Familiar with RESTful APIs to connect iOS applications to back-end services

Experience

R+W STUDIOS – 2012-2020

- Senior iOS developer
 - Cooperates closely with UI/UX Designer and Product Manager
 - Developed new features, maintained existing project, and refactored codes

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 (see more on: yichunchen.com)

RESPONSIBLE FOR DEVELOPMENT AND ENHANCEMENT

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

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

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.