Yichun Chen

iOS developer

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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.

Experience

R+W STUDIOS – 2012-2020

- Senior iOS developer
  - Cooperates closely with UI/UX Designer and Product Manager
  - Familiar with App Store publish process
  - Familiar with RESTful APIs to connect iOS applications to back-end services
  - Proficient understanding of version control tool (Git)
  - Developed new features, maintained existing project, and refactored codes

SOYONG CORP. – 2011-2012

- iOS developer

Education

National Taipei University of Education
Master's Degree, Game and Interactive Media Design · (2010 - 2012)

Top skills

Swift, Objective C, iOS development
Mixpanel custom events and integrations
Github PRs, branching, merging

Project details

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

- Fast UX iterations for each sprint. Implement a navigation UX to a new style scooter dashboard.

- Collaborate with a designer, two iOS developers and a backend developer
- Run Scrum for Agile (two weeks for a sprint)
- Try new idea based on computer vision
- Implement a navigation UX to a new style scooter dashboard
- Technique: Swift, Firebase

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.

- Collaborate with one designer and one iOS developer
- Integrate Shopify and apple pay
- Implement UIKit animations
- Technique: Swift+ObjC, Firebase

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

- Two apps 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 whole patron app from scratch
- Set up marketing campaigns
- Technique: Swift, ObjC, Parse

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

- A dating app for dog owners
- Show dog friendly POIs on the map

- Collaborate with one designer and several developers
- Implement map search functions
- 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.

- Collaborate with one designer and one backend developer
- Implement whole 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.