

PETRI YAMAMOTO

SKILLS

3rd party SDKs and API(S) ·
Collaboration · Communication ·
FHIR/EPIC developement · IOS SDK ·
IOS versions and Devices ·
Multi-threading · Objective-C ·
Organizational skills · Swift

INDUSTRY EXPERTISE

Client - Focused Work!!!

LANGUAGES

English	Native	<div></div>
Chinese	Intermediate	<div></div>
Japanese	Advanced	<div></div>

CERTIFICATIONS

♥ Associate IOS Developer—
Google

Full Stack IOS Developer

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SUMMARY

Organized, collaborative, and highly skilled iOS developer with 6+ years of professional experience in dynamic and deadline-driven work environments. Eager to join BrambleSoft to delight its customers with magical experiences. In previous roles developed 10+ iOS apps that were downloaded over 700K times, and earned featured mentions in the App Store.

EXPERIENCE

Senior IOS Developer

05/2018 - Ongoing

Citiustech

Location

Company Description

- Performed technical designs and implementation of 10+ complex iOS apps.
- Reviewed client requirements, wireframes, and designs for technical feasibility.
- Collaborated with the scrum team to translate client requirements into implementable user stories.
- Improved product quality through code reviews, writing effective unit tests and collaborating with QA on implementing automation testing.
- Developed and launched apps in over 50+ countries that earned featured mentions in the App Store.
- Achieved over 500K downloads on the App Store.

IOS Developer

01/2015 - 03/2018

HCL Singapore Pte Ltd

Location

Company Description

- Worked closely with product managers and designers to define a rich iOS experience for the user.
- Supported the architect in improving the native iOS and tvOS codebase.
- Explored new technologies and shared findings with the team.
- Supported and streamlined company policies, procedures, mission, and standards of ethics and integrity.
- Led the discovery phase of medium to large projects to come up with a high-level design.
- Designed and developed 2 augmented reality apps that were downloaded over 100K times within the first two weeks after publishing.

EDUCATION

Computer Science

01/2014

National University of Singapore