

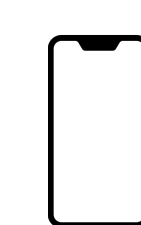
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ABOUT ME

Enthusiastic about iOS development and hungry to learn and grow as an iOS engineer. Proficient in Swift and eager to pick up new languages. Looking to translate solving complex science problems into creating iOS apps. Looking to grow in a team environment and contribute as a team member. Experience with iOS app development from inception to published apps. Over 3+ years of Swift development and 4 apps published to the app store.

WORK EXPERIENCE

iOS Developer @ Talisman Mobile

July 2016 - Present

Part time work building iOS applications using Swift and Objective-C. Lead developer for PocketDiner and Three Todo, including UI / UX design, development and beta testing. Experience in multiple iOS SDK frameworks. Experience with Sketch for app mockups and icon / asset design. Version control experience in both GitHub and Bitbucket.

Research Technician @ Caltech

June 2002 - Present

I conducted novel research in the laboratory of Professor Douglas Rees. Scientific research in solving complex membrane protein structures through bacterial cloning, protein growth and purification, and x-ray crystallography.

TECHNOLOGIES

Swift / Objective C

Cocoapods

Sketch

Autolayout

Networking

Programmatic / Storyboards

Code Signing

SKILLS

App Development Cycle

App development from start to finish, the initial concept, UI and UX design, implementation of models and views, development, to published app on the App store.

UI / UX Design

Whether using storyboards in interface builder, or programmatically building the app, or even using the hybrid of both versions, I am comfortable in creating the app interface. Including the use of autolayout with interface builder and in code.

Swift / Objective-C

Experience in building apps using Objective-C and Swift. Focused more heavily on Swift development with over 3+ years. Experience with StoreKit, GCD, Core Data, Core Animation, Networking, and Dark Mode.

INTERESTS

Playing Basketball

Science Geek

Finance / Investment Nerd

Star Trek

Sherlock Holmes

Disneyland

UC San Diego

University of California, San Diego

B.S. in Microbiology

GPA 3.5



California University of Los Angeles

Post-baccalaureate courses in Computer Science

GPA 3.77



University of Southern California

Graduate courses in Computer Science