

Justin Fan

Software engineer with 4 years of experience building iOS and visionOS applications for Apple, and 2 years of prior experience working on Apple's C++ WebKit web engine.

Searching for a full-time role to build intuitive, refined, and delightful user experiences.

Will relocate to Taipei, Taiwan in January 2025.

Taiwan Gold Card Holder
US Citizen

jussnf@gmail.com
linkedin.com/in/jussnfan

Professional Experience

Magnit | Sunnyvale, CA, USA — *Senior Developer - Tools* (Apple Contractor)

September 2023 - Present

- Developer on visionOS, macOS, and iOS applications for Apple Marcom CG Studio.
- Deploy well-tested and performant applications with Swift 6, SwiftUI, Swift Testing, RealityKit, Swift concurrency, and other modern Apple technologies.
- Design and implement the user experience for look-development and art pipeline tools for mobile, desktop, and spatial computing.
- Conduct user-experience testing with internal real-time 3D artists and apply results to improve their creative workflow.

Software Technologies

visionOS, iOS, iPadOS

SwiftUI, RealityKit

Swift Testing, XCTest

Swift 6, C++14

Apple | Sunnyvale, CA, USA — *AR/VR Applications Engineer*

August 2020 - May 2023 (team eliminated)

- Created augmented reality applications and supporting libraries from storyboarding through hand-off to production.
- Prototyped around a dozen spatial computing user interfaces for experiences including shopping, task education, and spatial audio showcases.
- Collaborated with design teams to implement their user experiences on internal prototypes of visionOS and Vision Pro.
- Supported non-engineering product leadership with product definitions, technical feasibility, user experience, and dozens of hands-on demonstrations with Vision Pro.

Hobbies and Other Experience

Stage Acting

Live Musical Performance
(Classical, Rock, Cello,
Guitar, Vocals)

Biology and Medicine

Video Creation and Editing

Tech Support and Repair

Apple | Cupertino, CA, USA — *WebKit 3D Graphics Engineer*

April 2018 - August 2020

- Contributed >100 C++ commits to WebKit, the Safari browser engine, for web graphics.
- Implemented WebGPU for up to a 7x performance increase over WebGL.
- Collaborated with browser and web developers across the industry to design WebGPU.
- Shipped a half-dozen public demos of WebKit WebGPU features such as GPU compute.

Languages

English (US Native)

Mandarin Chinese (Taiwan)

Riot Games | Los Angeles, CA, USA — *Software Engineer Intern*

May 2017 - August 2017

- Prototyped features and interface for *League of Legends* esports application.
- Android, Java, and Kotlin feature engineering.

Education

The University of Michigan, USA — *B.S. Computer Science, Minor in Biology*

2013 - 2017

Game Design, Video Games and Learning, Computer Vision

Biochemistry, Animal Physiology, Neurobiology of Sensory Systems