SOVANNMEASNA LY

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MOBILE SOFTWARE ENGINEER

SUMMARY

- 9+ years of experience as **Software Engineer**.
- 7+ years of experience developing **iOS apps** using **Swift** with frameworks like **UIKit, Cocoa Touch, CocoaPods, Alamofire**, **Firebase**, **Core Data, Core Animation, Core Graphics, GCD, MapKit**…
- 4+ years of experience developing **iOS apps** using **SwiftUI**, **Combine**, **Decodable**, **XCTest, XCUITest, XCode Cloud, Swift Macros, Swift Concurrency, SPM, DI, Apollo** ….
- 2+ years of experience developing **iOS apps** using **Objective-C** with frameworks like **UIKit, MapKit, AFNetworking**, **OperationQueue, Social**…
- 7+ years of experience developing android apps using **Kotlin**, **Retrofit**, **Firebase**, **JUnit**…etc.
- 2+ years of experience developing android apps using **Java**, **Volley**, **Google Cloud Messaging**...etc
- 8+ years of architecture **MVC** (Model View Controller).
- 4+ years of architecture **MVVM** (Model View ViewModel).
- 8+ years of experience working with **git**, **git flow**, **RESTful, API, GraphQL,** and **3rd-Party Libraries**.
- 8+ years of experience using tools like Android Studio, **XCode, Instruments**, Eclipse, **Source Tree**, **Github**, **GitLab**, **Bitbucket**, **Jira**, **Test Flight, Slack, Postman**…etc.
- 5+ years of experience led team in **Agile** development spirit.
- 9 apps active on Google Play Store and **Apple App Store**.
- Good understanding of **SDLC** and methodologies like **agile/scum**, **agile/XP**, **Kanban**, and **Waterfall**.

PROFESSIONAL EXPERIENCE

Fiserv • 04/2024 – Present

Software Engineer III
- Collaborated closely with Business Analysis teams in the U.S. and Software Engineering teams in New Zealand, Central America, and the U.S. to drive project execution and deliverables.
- Developed automation scripts for generating screenshots for the Play Store and App Store using UI tests and Fastlane, with Java for Android UI tests, Swift for iOS UI tests, and Ruby and Shell scripts for Fastlane.
- Integrated Fastlane screenshots's automation with existing Jenkins pipelines, enabling non-technical teams to run jobs through a user-friendly interface, built with Groovy and Ruby, to streamline processes.
- Enhanced the PIPE project by implementing a search functionality for Financial Institutions (FIs), improving the user experience by displaying branding data, fixing preview features, and updating validation rules, leveraging React JS.
- Created an automated image resizing tool to replace manual processes, significantly reducing time spent. The tool searches specific FIs on the Control Center, downloads existing images, validates and generates new images, and automates repository uploads. Built using UiPath, Python, and PowerShell.

SpaciaNet • 02/2022 – 04/2024

Technical Lead
- Led IT development team **with 12 members** and all projects in the company with various technologies like Swift, Kotlin, Node.js, React.js, Vue.js, PHP Laravel, Flutter, and Java.
- Primarily coding on **high-priority projects** including those facing **potential deadline issues**. I keep back and forth on almost every project.

- A middle **communication** between the **business team** and **IT development team** to make sure everyone is on the same page.
- Serving as a **mentor**, **code reviewer**, **solution provider**, and **decision-maker** for IT members, offering guidance and support across various aspects of their work.
- Managed, maintained, and developed new features in an iOS app called a Wedding Gift app written in **Swift** with frameworks including **UIKit**, **Alamofire**, **PieCharts**, **ReachabilitySwift**, and **CoreData** following **MVC** architecture design patterns. I mainly work on features like login/register, home, and book gifts including gift management, guest management, expense management, and report screen; resulting in client satisfaction and keeping adding new features.
- Controlled and mentored an existing Android project called a Wedding Gift app written in **Kotlin** with libraries including Fuel, MPAndroidChart, BroadcastReceiver, and Room following **MVC** architecture design patterns; resulting in project features finished keep up with the iOS app.
- Created the SpaciaNet app from scratch written in Dart using Flutter following UX/UI from **Figma**, and delivered Android and iOS apps in 5-month timeframes. Currently available in both stores:
  - App store: https://apps.apple.com/us/app/spacianet/id6446239656
  - Google play store: https://play.google.com/store/apps/details?id=com.spacianet.guest
- Proposed and mentored the Airx-Call project, integrated with **Twilio** using Node.js, PostgreSQL, and Next.js with MUI.js. Offering customizable features for the operations team, which resulted in a cost reduction of about $15k annually.

Lodosha • 08/2019 – 02/2022

Senior Developer
- Led and developed an iOS app from scratch called a Japanese E-learning app written in **Swift** using **SwiftUI**, **Combine**, **Codable**, and **XCTest** with **MVVM** architecture design patterns following UX/UI design in **AdobeXD**. Currently available on the app store: https://apps.apple.com/kh/app/lodosha/id1588041020
- Involved and built an android app from scratch called a Japanese E-learning app written in **Kotlin** using Retrofit, Coroutines, LifeCycle, and JUnit with **MVC** architecture design patterns following UX/UI design in **AdobeXD**. Currently available on play store: https://play.google.com/store/apps/details?id=jp.lodosha.lodosha
- Integrated **Firebase** into both Android and IOS apps to use feature-free **phone number verification**, **remote push notification (FCM)**, and **analytics**.
- Combined **Android speech recognition** into the Android app and **Swift speech recognition** into the iOS app to allow auto-read Japanese text and scoring user reading exam.
- Distributed an Android app for the operation team to get target candidates' phone numbers from the server side and **auto-send SMS** to them using a sim card in the device.
- Published both apps to **Google Play Store** and **Apple App Store**.
- Drew the UX/UI in Adobe XD for the Lodosha Platform. Led and implemented the design by developing UI and APIs using Node.js, Next.js, and Ant Design, built back-office with React.js, ensuring a seamless user experience.

Hari-CRM & Data • 03/2018 – 08/2019

Mobile Team Lead • 07/2018 – 08/2019
- Collaborated with the french project owner to develop and manage the Larotisserie android app, leveraging **Kotlin** using libraries including DynamicsConnector, LoyaltyUserEngine, **Zxing**, and **Crashlytics** along with **MVC** architecture design patterns; resulting in the client starting the campaign on schedule.
- Partnered closely with the **Design** and **QA teams** to ensure the project adhered to the latest design trends and maintained high-quality standards.

- Shipped LoyaltyUserEngine **library** data layer project written in **Kotlin** using libraries including DynamicsConnector, **AsynTask**, and **Simple-XML**. The features only request Microsoft365 through DynamicsConnector to manipulate data.
- Completed DynamicsConnector library connector layer project written in **Kotlin** for connecting to **Microsoft365 API** through **SOAP** using libraries including **AsynTask** and **Simple-XML**. The features include authentication, CRUD operations, and multiple creates and updates.
- Supervised and was involved development of the Larotisserie iOS app written in **Swift** with frameworks including LoyaltyUserEngine, **Fabric**, and **Crashlytics**.
- Advised and inspected LoyaltyUserEngine framework written in **Swift** with framework including DynamicConnector.

Senior Mobile Developer • 03/2018 – 07/2018
- Supervised and started the HariWallet android app from scratch written in **Kotlin** with libraries including **Fuel**, **ZXing**, **Firebase**, **Picasso**, and **EventBus** by **MVC** architecture design patterns, following the UI design provided by the designer using **AdobeXD**, resulting in attracting customers using this app instead of third-party ones. Currently available on play store: https://play.google.com/store/apps/details?id=com.haricrm.passbookandroid

Marjourney • 01/2015 – 03/2018

Senior Mobile Developer • 01/2016 – 03/2018
- Built RepoHappy iOS app from scratch written in **Swift** with frameworks including **UIKit**, **AlamoFire**, **Koyomi**, **LGSlideMenuController**, and **IQKeyboardManager** following **MVC** architecture design patterns that support both **iPhone and iPad Screen** for clients in Japan. The app features include an authentication screen, dashboard screen, profile screen, article screen, report screen, and premium offer screen.
- Developed MediPro iOS app from scratch written in **Swift** with frameworks including **UIKit**, **AlamoFire**, and **IQKeyboardManager** following **MVC** architecture design patterns that purpose for control stock of a company in Japan. The app features include an authentication screen, scan QR Code screen, import screen, stock detail screen, and report screen.
- Monitored and developed the DetalClinic an IOS app from scratch written in **Objective-C** with frameworks including **AFNetworking**, **FBSDKCoreKit**, **LineSDK**, **TwitterKit**, and **Fabric**. The app has features like a social media login/register/share screen, menu screen, membership screen, coupon screen, stamp card screen, staff screen, reservation screen, medical record/history screen, clinic listing/search/filter/detail screen and notification screen follow **MVC** architecture design patterns.
- Oversaw and was involved in the development of the DetailClinic an Android app written in **Java** with libraries including **Volley**, **Facebook SDK**, **Twitter SDK**, **Firebase**, **ShortcutBadger**, and **GCM** following **MVC** architecture design patterns.

Mobile Developer • 01/2015 – 01/2016
- Extended new features and maintained existing features of a project called TableCross mobile app written in **Java** and **Objective-C** for TableCross Inc company in Tokyo. The features include a Facebook login/register, a map screen that shows a marker animation drop-down of restaurant locations, restaurant details, social network sharing, and remote notification. Currently available in both stores:
  - App Store: https://apps.apple.com/us/app/tablecross/id951807024
  - Google Play Store: https://play.google.com/store/apps/details?id=com.gip.tablecross
- Produced an iOS app called VR Viewer written in **Swift** using frameworks including **UIKit**, **OperationQueue**, **Panframe**, **MediaPlayer**, and **CoreMedia** for downloading **360 videos** from a server to view locally for visual tourists in Japan.