Sovannmeasna Ly

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IOS ENGINEER

SUMMARY

- 8+ years of experience as **Mobile 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**…
- 4+ years of experience developing iOS apps using **SwiftUI**, **Combine**, **Decodable**, **XCTest, XCUITest, XCode Cloud, Swift Macros, Swift Concurrency, SPM, Dependency Injection**….
- 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** and **REST**.
- 8+ years of experience using tools like **Android Studio**, **XCode**, **Eclipse**, **Source Tree**, **Github**, **GitLab**, **Bitbucket**, **Jira**, **Test Flight, Slack**…etc.
- 5+ years of experience led team in **agile development** as **scum master**.
- 9 apps active on Google Play Store and **Apple App Store**.

PROFESSIONAL EXPERIENCE

SpaciaNet • 02/2022 – Present

Technical Lead
- 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.
- Refined and installed new features on an existing iOS project called a UYFC app written in **Swift** with frameworks including **UIKit**, **Alamofire, Google Map**, and **Firebase** following **MVC** architecture design patterns. I mainly work on features like login/register, menu, and event-related parted including event creation, event activity, and event attendance; resulting project finished according to client's need.
- Analyzed and oversaw an existing Android project called a UYFC app written in **Kotlin** with libraries including Retrofit, Gride, **Google Map**, **Firebase**, and ZXing with **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

Technical Lead
- 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 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.
- 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.
- Aided in the development of a desktop application written in **Java SE** due to a tight project deadline and the company's inability to find a Java developer, resulting finished project on dateline.

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.

SAMPLE PROJECT

- An iOS application called NameCard using **SwiftUI**, **Combine**, **Decodable**, **WeScan**, **ARKit** built with **MVVM** architecture including mock server for **XCTest** and **XCUITest**: https://github.com/MeasnaLazi/NameCardIOS
- An iOS framework called SwiftDI using **Swift Macros** built with **TDD** concept available on **SPM**: https://github.com/MeasnaLazi/SwiftDI

EDUCATION

Master of Science in Computer Science
(In progress via distance education; expected completion 12/2025)
Maharishi International University, Fairfield, Iowa

Bachelor of Art in Teaching English as Foreign Language
BELTEI International University, Phnom Penh, Phnom Penh (06/2014)

Bachelor of Science in Computer Science
Royal University of Phnom Penh, Phnom Penh, Phnom Penh (05/2014)