



Michael Yau

contact@michaelyau.com • <http://michaelyau.com>

○ Summary

Software engineer focusing on developing native iOS applications, but always enthusiastic to learn new skills. Comfortable working independently or in a collaborative team setting.

○ Skills

Proficient:

- **Objective-C, Objective-C++, C**
- **Debugging with Instruments**
- **Source Control with Git, SVN and Dependency Management with CocoaPods**
- **Consuming RESTful APIs**
- **Local persistence using Core Data, Realm, and SQLite**

Familiar:

- **Java, Spring, JavaScript, Node, PHP, Python, R, Ruby**
- **MongoDB, MySQL, Parse, Redis**

○ Work Experience

[12/2014 to current]

Housetab

iOS Engineer

- Updating a customer facing iPhone application to support a new mobile payment platform.
- Updating methods to support iOS 8 on the merchant facing iPad application.
- Refactoring old codebase to conform to MVC.
- <http://myhousetab.com>

[05/2014 to 12/2014]

iOS Engineer (Independent Contractor)

- Worked on various small projects from online staffing platforms/classifieds. Projects involved debugging and updating methods to support iOS 7/iOS 8, implementing OAuth authentication, refactoring views to use Auto Layout constraints, and adding payment via Stripe.

[06/2014 to 09/2014]

Bleepr

iOS Engineer

- Worked on a native iOS location based messaging application with self-destructive chat rooms, predominantly in creating/consuming RESTful services with a Java/Redis backend.
- <http://bleeprapp.com>

[01/2014 to 05/2014]

TurnToTech

Mobile Development Intern

- Created various native iOS proof of concept applications that send push notifications based on geofencing, store/retrieve/play audio and video from Amazon S3 using

[01/2012 to 12/2013]

NordInvasion

Full Stack Developer

- High level scripting for a multiplayer game modification using a Python based module system. PHP/MySQL backend for persistent character data.

○ Education

Stony Brook University

B.S. Biology, specialization in Ecology and Evolution, 2012

○ References

Available upon request