Michael Yau

contact@michaelyau.com • (718) 309-2041 • http://michaelyau.com

Summary

Software engineer focused 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 (JSON/SOAP)**
- **Local persistence using Core Data, Realm, SQLite/FMDB, Keychain Services**

Familiar:

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

Work Experience

HouseTab, LLC - iOS Engineer (Full-time)
[12/2014 to current]
- Rebuilt the consumer facing iPhone application that combines social networking and mobile payments from scratch to create a clean, responsive user experience. Updated the UI to support all iPhone sizes.
- Maintained the business iPad application.
- http://myhousetab.com

Visual Mercenary Group - iOS Engineer (Part-time, contract based)
[01/2015 to current]
- Worked on a Life Insurance iOS Application Template with dynamic drop tickets.
- Worked on the Barcade application to add push notifications/deep linking/add event to calendar. Updated the app to support iOS 8 Core Location changes. (Update pending as of 05/29/2015)
- http://visualmerc.com/

Independent Contractor - iOS Engineer
[05/2014 to 12/2014]
- 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.

TurnToTech - Mobile Development Intern
[01/2014 to 05/2014]
- Created various native iOS proof of concept applications that send push notifications based on geofencing, store/retrieve/play audio and video from Amazon S3.
- http://turntotech.io/

NordInvasion - Full Stack Developer
[01/2012 to 12/2013]
- High level scripting for a multiplayer game modification using a Python based module system. PHP/MySQL backend for persistent character data.
- https://nordinvasion.com

Education

Stony Brook University
B.S. Biology, specialization in Ecology and Evolution, 2012