

Iris Wu (Pei-Yun, Wu)

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SUMMARY

With two years of hands-on iOS development experience, I excel in Swift, SwiftUI, and Apple frameworks. I have successfully managed the full development lifecycle, delivering robust and user-friendly applications. My collaborative approach and skills in performance tuning, threading, and on-device storage ensure high-quality results. I am detail-oriented, innovative, and eager to contribute to impactful software projects.

PROJECT EXPERIENCE

AppWorks School

iOS Developer Trainee

Taipei, Taiwan

June 2023 – Nov 2023

Culturist

GitHub: [Culturist](#) | App Store: [Culturist](#) | YouTube Demo: [Culturist Demo](#)

Developed and launched an app within 5 weeks, enabling exploration of art activities and nearby venues with 3D navigation, real-time data, personalised recommendations, secure storage, and comprehensive testing

- Executed immersive 3D navigation experiences employing ARKit and SceneKit
- Integrated real-time data through RESTful APIs and personalised recommendations with algorithms
- Employed Firebase for secure user data storage while implementing Sign In with Apple for enhanced login security
- Ensured application robustness and reliability through comprehensive unit testing

STYLiSH

YouTube Demo: [STYLiSH Demo](#)

Effectively collaborated with Data and Android teams using the Agile Scrum framework to deliver a fully functional e-commerce app. Within a week, integrated 7 new features, including personalized recommendations, favorites management, chatbot customer service, shopping list, and store exploration, to enhance functionality and user experience

- Applied Agile methodologies throughout the development process, including sprint planning and retrospectives, utilising GitHub for version control to ensure efficient collaboration and code management
- Implemented Auto Layout and Core Animation to accurately replicate provided design mockups, ensuring precise presentation and fidelity to original designs
- Utilised Core Data for efficient local data storage and management
- Collaborated seamlessly with the Data team to design and implement UI A/B tests, gaining experience in optimising user interfaces for enhanced engagement and conversion rates

WORK EXPERIENCE

Greatek Electronics Inc.

IC Packaging Draftsman

Miaoli, Taiwan

Sept 2017 – July 2022

- Produced over 1,200 detailed engineering drawings annually for wire bonding, ensuring high standards of accuracy
- Enhanced overall customer satisfaction by engaging with over 30 customers monthly, effectively resolving issues and receiving positive feedback

Image model

Design Intern

Taipei, Taiwan

July 2015 – Aug 2015

- Acquired proficiency in grinding, polishing, and spray painting techniques within one month, contributing to the successful completion of 100 spray-painted sample products
- Employed a range of methods including UV painting, screen printing, and laser cutting to meet diverse customer demands, receiving recognition from supervisors for adeptly fulfilling requirements

EDUCATION

Chang Gung University

Bachelor of Industrial Design, Product Design Section

Taoyuan, Taiwan

Sept 2013 – June 2017

- Cumulative GPA: 3.8 / 4.0

SKILLS

Software: Swift, SwiftUI, Git, GitHub, Figma

Languages: English, Mandarin Chinese