Tech Lead
Anytown, CA / 000-000-0000 / techleadhd@gmail.com

Software Engineer - Google Inc. San Bruno, 8/14 - 4/18.
Technical Lead of App Architecture & Core Features for the YouTube iOS app. At 150+ million users, YouTube iOS frequently ranks #1 in the App Store. I led & launched a unification of iPad & iPhone implementations, supported split-view/multi-tasking, re-architected core components towards MVC design with single-responsibility principles & one-way dataflow, introduced view-model design pattern, conceived & launched an in-house layout engine with hot-reload, optimized for scroll performance & network requests, and built many of the primary views and led various UX refreshes (including the Material Design complete revamp, iPhoneX app-wide support, and dynamic color-theming support). I've also guided & mentored numerous teammates and act as point of contact for external partner teams. (Objective-C, Python, Protobuf, Go, JS)

Creator - Avalancia.com. Independent, CA 3/14 - 8/14
Launched 9 iOS apps & games to 100K+ downloads. Managed development, UX, marketing, analytics, and feature specs including flexible client engine & API, server backend, database & caching, offline access, camera & filters, in-app payments, push notifications, game-center, localization, social API integration, etc. (Objective-C, HTML5/JS, MySql, PHP, Memcache)

Creator - Panolapse360.com. Independent, CA 1/13 - 8/14
Created a popular timelapse software tool for perspective-correct simulated motion (at 500k user sessions). Includes RAWBlend, a feature to analyze and interpolate camera exposure and RAW metadata. Includes camera-accurate projection mappings and lens conversions, and real-time fisheye projection shader. (Actionscript, Adobe AIR, OpenGL/3D).

Creator - HumanPets.com. Independent, CA 6/07 - 8/14
Created a social network website of 3.5 million users featuring games, auctions, forums, shops, marketplace, and chat rooms (PHP, MySql, Memcache, HTML5/JS, scalability).

Member of Technical Staff - Groupon Inc. Palo Alto, CA 5/12 - 9/12
Developed for Groupon Goods, responsible for the limited-time deals feature (Ruby on Rails, CoffeeScript).

Software Engineer - Playdom Inc. Mountain View, CA 9/09 - 2/10
Team-based development and design web RPG game "Big City Life". Supported popular games "Mobsters 2", and "Sorority Life." (Java, PHP, HTML5/JS, MySql).

Creator - World of Blood Games. Independent, CA 8/08 - 7/10
Created a popular web-game RPG series "World of Blood," reaching 1.5 million users on social-networks Twitter, Facebook, and MySpace. (PHP, MySql, Memcache, HTML5/JS, scalability).

Software Engineer - Sony Imageworks Inc. Los Angeles, CA 1/07-1/08
Created a 3D geometry viewer for special-effects, utilized in films like "Spiderman," and "Cloudy With a Chance of Meatballs" (Python/QT, C++, OpenGL/3D).

EDUCATION
University of California at San Diego, 2006. Emphasis in Computer Graphics.
M.S. in Computer Science and Engineering
University of California at Berkeley, 2005. High Honors.
B.S. in Electrical Engineering and Computer Science

ACTIVITY & AWARDS
ACM Regionals, University Winged Helmet Award, Gene Kan Scholarship, National Merit Scholarship, JASSO Scholarship, Bridging Scholarship, T.A. Computer Graphics, T.A. Databases, Computer Science and Business Association (CSBA), EECS Honor Society (HKN), CS Honor Society (TBP)