johnwu
software engineer

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email
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github
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languages
Objective-C, Ruby

frameworks
Cocoa, Rails, Sinatra, Rubymotion

notes
rèsumè designed by Adrien Friggeri

objective

To become a well-rounded, full-stack engineer proficient in both mobile and web.

experience

2013–Now **OKCUPID LABS**   San Francisco, CA
Software Engineer
Worked as the in-house iOS expert on a number of social products focused on connecting people. Used Rubymotion, Rails, Objective-C, and NodeJS.
- Opal
- Ravel
- Twhodo

2011–2013 **MISO**   San Francisco, CA
Software Engineer
Developed social TV products with 2nd screen features and set-top-box integration. Used Objective-C, Rails, Sinatra, Padrino, and some HTML/CSS/Javascript.
- Quips
  - Created custom caching layer for full offline access
- Miso
  - Embedded web views mixed with native UI elements

2011–2011 **AURNHAMMER**   New York, NY
Software Engineer
Worked as a junior iOS engineer making branded applications. Used Objective-C exclusively.
- Extra Innings Mobile Instructor
  - Used OpenGL ES for shape drawing
  - Exported videos using AVFoundation
- aRgh

side projects

- Whack-a-mole iPhone game with donuts (Cocos2D)
- I spy based iPhone application (Rubymotion and Sinatra)
- Various open-source projects on GitHub
  - MSPullToRefreshController
  - GGFullscreenImageViewController
  - projectile

education

2009–2011 **M.S.** in Mathematics   New York, NY
New York University