

Charles H Kang

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SKILLS

Xcode	Swift	Objective-C	Cocoa Touch	Git
REST APIs	CocoaPods	Sketch	Storyboards/Nibs	Web Services
Auto Layout	JSON	Core Data	MapKit	UI & UX Design

EXPERIENCE

iOS Developer

Neverlate (<https://itunes.apple.com/us/app/neverlate1/id1139518895?mt=8>)

- Neverlate is a location-based self-improvement app. Put money at stake and pick a friend to be your accountability buddy. If you're late, you'll need to pay them.
- Used Sketch and Photoshop to create app wireframes and designs
- Used MapKit with custom callout views and Core Location to display user location, search for locations, and track location for lateness.
- Presented at Google NYC in December 2015 to 200 people, as well as the February NY Tech Meetup to 860 members as "Hack of the Month".

Coffee Mapper (<https://itunes.apple.com/us/app/coffee-mapper/id1121456605?mt=8>)

- Coffee Mapper is a platform for coffee lovers. Users can create an account using Firebase authentication, discover nearby shops, and leave reviews and ratings in real time.
- Integrated Realm and Firebase for persistence and backend.
- Integrated Foursquare API to specifically query coffee shops.
- Used MapKit and Core Location to display the user's location and nearby coffee shops.
- Used Sketch to create app wireframes and designs

PROJECTS

Vimo (<https://github.com/charleshkang/Vimo>)

- Vimo is a visually appealing music player using the authentication and audio streaming portions of the Spotify iOS SDK.
- Implemented UISwipeGestureRecognizer to enable seamless interactions with your music.
- Set up Heroku server that refreshes the user's access token automatically.

Photorama (<https://github.com/charleshkang/Photorama>)

- Photorama is a fully Swift app that queries recent photos using the Flickr API.
- Used NSJSONSerialization to parse JSON and Grand Central Dispatch to fetch photos asynchronously.
- Implemented photo tagging functionality and persistence using Core Data.
- Displayed photos using custom UICollectionViewCell.

EDUCATION

Access Code Fellowship at C4Q, Long Island City, NY

Jun 2015 - Mar 2016

- Intensive 9-month project-based iOS development program. Built several apps in Objective-C and Swift. Learned Git, REST APIs, data structures, and algorithms.
- Worked closely with small teams of developers, engaging in pair programming sessions, product management training, and code review exercises with leading iOS engineers from Artsy, Google, and Yahoo.

The Culinary Institute of America, Hyde Park, NY

Jun 2013 - Mar 2014