

DAVID JEONG

SOFTWARE ENGINEER

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SKILLSET

Proficient

- iOS Development
- Swift
- SwiftUI
- Objective-C
- RxSwift
- App Architecture
- Super Smash bros. Melee

Familiar

- Node.js
- Python
- Java
- MySQL
- JavaScript
- HTML
- CSS
- Webflow

Languages

- Korean – Fluent
- Japanese – Conversational

AWARDS

2016 Gloria Hahn Memorial Scholarship
Ewha Womans University

2014 Reischauer Institute Undergraduate Summer Language Study Grant
Harvard University

2013 Salutatorian
Nutley High School

EDUCATION

A.B. Degree in Computer Science

December 2017

Harvard University

School of Engineering and Applied Sciences

Relevant Coursework:

Software Engineering • Programming Languages • Intro to Algorithms (MIT) • Intro to Theory of Computation • Systems Programming & Machine Organization • Intro to Computer Science I & II • Discrete Math for Computer Science • Multivariable Calculus • Linear Algebra & Differential Equations • Innovation in Science and Engineering

WORK EXPERIENCE

iOS Software Engineer

October 2020—Present

Lyft—New York, NY

- Leading the iOS development on the Rider Spots team
- Focusing on enhancing and improving the pickup, dropoff, and walking experience for the users

Lead iOS Software Engineer

May 2019—September 2020

Barstool Sports—New York, NY

- Pushed out new features and maintained all company iOS apps—Barstool Sports, One Bite, Barstool Bets, Barstool HQ, etc.
- Began and finished the engineering process for three new apps, Answer the Internet, Barstool Bets and Barstool HQ (internal), that launched successfully

iOS Software Engineer

February 2018—May 2019

ESPN—Bristol, CT

- Developed new features and maintained quality for 40+ million users across the ESPN, Fantasy, and Tournament Challenge app
- Successfully migrated the entirety of the Fantasy app from UIWebView to WKWebView with a custom link language callback system, reducing the crash rate from 3% to 0.1%
- Implemented new Standings pages for major sports within the ESPN app to improve and modernize user experience
- Led the integration of analytics SDKs (BlueKai, Adobe, Localytics, etc) for various pages, actions, and events in all apps

iOS Software Engineer: Intern

June 2017—December 2017

ESPN—Bristol, CT

- Engineered the first 3D-Touch feature on the ESPN App, allowing users to preview game details by force touching a score cell
- Restructured the Product API to prevent returning video contents to devices incapable of playing videos
- Improved search functionality on Disney's internal organization chart app to help users find employees more quickly and accurately

LEADERSHIP & PROJECTS

Game Director/Co-Founder

May 2014—December 2017

Harvard College eSports Association

- Competing for the SSBM team in The Melee Games as the captain
- Consistently organized large events/tournaments for the school
- Grew a community of 5 members to 200+ members in three years