

# Sam Ding

*"All things come from small beginnings" - James Clear*

## Projects

### KDInstagram - iOS Application Jul 2020 - Present

- Build a clone of Instagram, structured by **VIPER**, **MVVM**, **MVC** design patterns, along with **RxSwift** and **Singleton**
- Improve tableview and collectionview scrolling effect by fetching data asynchronously on different threads
- Customize third party libraries(**Cocoapods**) to achieve goals
- Define Pros and Cons of using three design patterns(VIPER, MVVM, MVC), and develop connections between different task modules

### ARminder - iOS Application Jun 2020 - Jul 2020

- Develop a reminder application using AR features
- Enhance tracking image performances by restricting users to use constraints when they edit images
- Improve image querying and lower the cost of using Cloud Database
- Tools: **Firestore**, **UIKit**, **ARKit** Database

### MarKetUp - iOS Application Sep 2019 - Nov 2019

- Develop a stock market simulator by utilizing **RESTful APIs** and **Swift**
- Optimize user interface performance by using **GCD** and **NSOperation**
- Allow users to by real-time stocks with virtual cash
- Present Intraday, Weekly, Monthly, Yearly Stock Data in line charts

### PDFPresenter - Cocoapods Jun 2020- Jun 2020

- Develop a PDF Presenter that only needs the url of pdf
- Implement features such as loading effects, outlines, page numbers

## Work Experience

### Orlando O Spencer I, Ins - IOS Developer Intern

Dec 2019 - Mar 2020 *Seattle, WA*

- Build a blue ocean product on iOS platform, developed in Swift
- Partner closely with UX Designers to create beautiful user interface and improve our app
- Layout development plans for Login Module, Menu Module, Document Listing

### GAC R&D Center Silicon Valley - Software Engineer Intern

Jun2019 - Aug 2019 *Sunnyvale, CA*

- Model 3D real-world buildings and locate them in an autonomous vehicle simulator using Blender
- Partner with Uber ATG Team and visualize our self-driving data on a web-based toolkit to detect patterns and metrics easier

## Education

### University of Washington, Seattle Spring 22'

Bachelor of Science in Human Center Design & Engineering

Major GPA: **3.81/4.00**

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## Skills

Swift  
Java  
Python  
SQL  
noSQL  
Reactive Programming (RxSwift)  
Objective-C (Beginner)  
HTML/CSS

## Tools

XCode  
Adobe Illustrator  
Adobe Xd  
Figma  
Git  
Firebase  
MongoDB (Realm)  
MATLAB

## Languages

Chinese (Mandarin)  
English

## Interests

Basketball  
Snowboarding  
Stock Market/Options  
Traveling