

# WeiBin Yang

iOS Developer

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## Education

Rochester Institute of Technology (RIT)

Web and Mobile Computing, Bachelor of Science

Expected Graduation: May 2024

GPA: 3.16

## Relative Courses

Designing the User Experience *2020 Spring*

Figma Prototype Mobile Friendly Design Idea Creative

Mobile Application Development I *2020 Fall*

XCode SwiftUI UIKit CocoaPods Figma

Mobile Application Development II *2021 Spring*

Android Studio Kotlin Figma Firebase

## Skills

### Languages

HTML/CSS JS jQuery PHP MySQL Python  
Swift SwiftUI UIKit MongoDB Java Kotlin

### Framework

Flutter Spring-Boot React

### Development

iOS Android

### Online Clouds

Firebase AWS

### Software/Tool/API

Git Github Android Studio IntelliJ FileZilla  
Figma RESTful XCode

## Work Experiences

Fini *Nov 2022 - Current*

Internship Part Time Remote UIKit Programmatically

Testing/Fix bugs, create features, share feedback. And learn.

Orlando O Spencer I, Inc. *May 2022 - July 2022*

Internship Part Time Remote SwiftUI UIKit

Design, build, maintain clean, and clever swift codes

Identify bottlenecks and bugs, and devise solutions to address and mitigate these problems

Help maintain code quality, organization, and automatization of the iOS application

Share opinions and help shape technical direction, best practices, product ideas, and team processes.

Share responsibilities such as app architecture/design reviews, code reviews, performance tuning, and build pipeline management

Convert from UIKit to SwiftUI.

Student Accelerator Program *Jan 2022 - April 2022*

Co-op Full Time UIKit Storyboard Entrepreneurship

Work together with the team to develop an app for splitting bill.

Develop products and discover the value and potential of products. Learn how to research and work with peers.

Learn how to understand market demand, and conduct questionnaires to ask users about their experience in using the product.

Learn how to develop your own product features.

Learn how to understand user feedback and perform a series of product optimizations.

Introduce and present our app in Imagine RIT event.

Instahub *July 2022 - Sep 2022*

Internship Part Time Remote SwiftUI

Work with backend and UI/UX team.

Given the UI suggestion, made product more relate to iOS guide line style.

Help team fix the bugs, create features, and styles.

Written the documentation, and draw out the UML diagram.

Point out "Save Draft" feature, for user to store content and finish up later.

Got a lead on one page, create tasks and manage works.

## Project

SWIPS *April 2022 - Current*

SwiftUI UIKit Firebase MVVM Pattern

An app for splitting the bill.

Published to TestFlight, then invite people to test it out.

Use Firebase to achieve cloud message (App notification), and store the data.

Plan to make it becomes real application.