

# Gabriel Siu

iOS Software Engineer

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## SKILLS

**Languages** Swift // SwiftUI // Objective-C // Go // C/C++ // JavaScript // Python // HTML/CSS  
**Tools & Technologies** CocoaPods/SPM // Xcode // GraphQL // REST // Git // SQLite // Node.js

## RELEVANT EXPERIENCE

### Mobile Engineer - iOS

Jan. 2022 – Apr. 2022  
Redwood City, CA (Remote)

Pivot

- Developed features for the Pivot app using **Swift & SwiftUI**
- Implemented a re-enrollment flow to allow users to renew their subscription plan, utilizing factory classes in conjunction with the MVVM design pattern
- Refactored portions of the codebase from using hard-coded presets to dynamically loading data from the back-end
- Ensured that code adhered to WCAG accessibility guidelines (support for VoiceOver, and allowing fonts to dynamically scale up to 2x size), and implemented localizable text using BartyCrouch

### Mobile Developer - iOS

May 2021 – Aug. 2021  
Mississauga, ON (Remote)

Intuit

- Proposed and implemented strategies to abstract app components into modular units for interchangeability between the Canada & US TurboTax apps
- Created an external, modular dependency containing the onboarding flow extracted from the app
- Integrated AppDynamics analytics to be leveraged by internal app widgets

### Mobile Developer - iOS

Sept. 2020 – Dec. 2020  
Toronto, ON (Remote)

TD Bank Group

- Built data sources to be leveraged by reusable components for upcoming features
- Implemented a POC for a refactor of the TD Canada app with iPad-specific layout and features in a small team
- Coordinated with cross-functional teams to ensure consistency in UI and UX design

### iOS & Back-End Developer

Jan. 2020 – Apr. 2020  
Toronto, ON

ZeMind Studios

- Developed features in **Swift & Objective-C** and integrated **Firebase Analytics** for multiple client apps
- Implemented features and bug fixes in **Go** for client apps' **REST API** servers, and tested my work using **Postman**

### Mobile Developer - iOS

May 2019 – Aug. 2019  
Vaughan, ON

Clearbridge Mobile

- Developed a **CocoaPods framework** for use in current & future client apps, and wrote **unit tests** using XCTest
- Implemented bug fixes in client apps using **Swift & Objective-C**, and performed code reviews for co-workers' PRs

## PROJECTS

### pocket.gg

Released Aug. 2021

- Developed and released an iOS mobile client for the smash.gg website in **Swift**, using smash.gg's **GraphQL API**
- Built a custom bracket view from scratch, capable of displaying both elimination and round-robin brackets

### StickyNote

Released May 2020

- Developed an iOS runtime modification in **Objective-C** which adds a virtual sticky note to a device's lock screen

## EDUCATION

### University of Waterloo

Sept. 2017 – Present

4A, Candidate for BAsC in Computer Engineering, Honours, Co-op