

# Gabriel Siu

## 3B Computer Engineering

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### SKILLS

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

### RELEVANT EXPERIENCE

- Intuit** May 2021 – Aug. 2021  
Mobile Developer - iOS Remote
- Developed features for the Canada TurboTax app using **Swift & Objective-C**
  - Architected strategies to abstract app components into modular units for interchangeability with the US TurboTax app
  - Created an external, modular dependency containing the onboarding flow extracted from the app
  - Integrated AppDynamics analytics to be leveraged by internal app widgets
- TD Bank Group** Sept. 2020 – Dec. 2020  
Mobile Developer - iOS Remote
- Developed features for the TD Canada app using **Swift & Objective-C**
  - 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
  - Collaborated with cross-functional teams to ensure consistency in UI and UX design
- ZeMind Studios** Jan. 2020 – Apr. 2020  
iOS & Back-End Developer Toronto, ON
- 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**
  - Created a mobile game "Tinge Cringe" using **Flutter** and released it on the Apple App Store and Google Play Store
- Clearbridge Mobile** May 2019 – Aug. 2019  
Mobile Developer - iOS Vaughan, ON
- Integrated Google's Interactive Media Ads iOS SDK in an existing client app as a proof-of-concept
  - Developed a **CocoaPods framework** for use in current & future client apps, and wrote **unit tests** using XCTest to provide over 80% code coverage
  - 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 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
  - Included an **action extension** that allows smash.gg links to be opened directly in the app
  - Created 100% of the views **programmatically**
  - Released the app on the Apple App Store, where it has gained **over 4,000 downloads**
- StickyNote** Released May 2020
- Developed an iOS runtime modification in **Objective-C** which adds a virtual sticky note to a device's lock screen
  - Released the tweak on the Twickd repository, where it has gained **over 6,000 downloads**

### EDUCATION

**University of Waterloo** Sept. 2017 – Present  
Candidate for BAsC in Computer Engineering, Honours, Co-op