Gabriel Siu

iOS Software Engineer

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RELEVANT EXPERIENCE

Mobile Engineer - iOS @ Faire

Sept 2022 — Dec 2022 // Toronto, ON

- Developed features for the Faire Wholesale app using Swift & SwiftUI
- Independently implemented and delivered a brand reorder feature for retailers
- Built multiple reusable app components using SwiftUI
- Migrated several screens to a modern, event-driven architecture
- Collaborated with a small team to develop a brand discovery gamification feature for retailers

Mobile Engineer - iOS @ Pivot

Jan — Apr 2022 // Redwood City, CA

- 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 @ Intuit

May — Aug 2021 // Mississauga, ON

- 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

Mobile Developer - iOS @ TD Bank Group

Sept — Dec 2020 // Toronto, ON

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

iOS & Back-End Developer @ ZeMind Studios

Jan — Apr 2020 // Toronto, ON

- Developed features in Swift & Objective-C 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 @ Clearbridge Mobile

May — Aug 2019 // Vaughan, ON

- 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

SKILLS

Languages
Swift, Objective-C, C, C++, Golang, JavaScript, Python, HTML, CSS

Platforms & Tools
SwiftUI, UIKit, Xcode, CocoaPods, Swift Package Manager

Technologies
GraphQL, REST, Git

Design
Sketch, Figma

PROJECTS

pocket.gg
iOS mobile client for the start.gg website using a **GraphQL API**, featuring a native bracket view and OAuth 2.0 login

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

EDUCATION

University of Waterloo
2017 — 2023

4B, Candidate for BASc in Computer Engineering, Honours, Co-op