Gabriel Siu

2B Computer Engineering

gabrielsiu.com
github.com/gabrielsiu
linkedin.com/in/gabrielsiu
gcsiu@uwaterloo.ca
(647) 629-9162

SKILLS

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

EXPERIENCE

iOS & Back-End Developer // ZeMind Studios   *Jan. 2020 – Apr. 2020*
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**
- Researched and built an MVP centred around **Core Bluetooth** for an upcoming client app
- Created a mobile arcade game "Tinge Cringe" from scratch using **Flutter**, and helped release it on the Apple App Store and Google Play Store

iOS Developer // Clearbridge Mobile   *May 2019 – 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
- Integrated Google's Interactive Media Ads iOS SDK in an existing client app as a proof-of-concept
- Implemented bug fixes in client apps using **Swift & Objective-C**, and performed code reviews for co-workers' PRs
- Clients included NBC, Purolator, Dynacare, and more

Junior Engineer // Futurecom Systems Group ULC   *May 2018 – Aug. 2018*
Vaughan, ON
- Built a Wireshark dissector in **C** to decode network packets for voice & data traffic and implemented a **Lua** plugin to enhance readability post data extraction
- Designed and optimized over 200 test cases to ensure that functional product requirements & specifications were met

PROJECTS

StickyNote Tweak   *Apr. 2020 – May 2020*
- Developed an iOS runtime modification in **Objective-C** which adds a virtual sticky note to a device's lock screen
- Implemented data persistence using NSUserDefaults, and included extensive customization options for the sticky note
- Released the tweak on the Twickd repository, where it has gained **over 1,800 downloads**

pocket.gg App   *Present*
- Developing an iOS mobile client for the smash.gg website in **Swift**, using **Swift Package Manager** for dependencies
- Leveraged smash.gg's **GraphQL API** to retrieve relevant tournament information based on user preferences
- Integrated an **SQLite** database for efficient storage and lookup of all registered video games
- Created 100% of the views **programmatically**

Cookie Jar App   *Aug. 2019*
- Developed an iOS to-do list app with a points-based reward system
- Built the app using the **MVVM** design pattern, and leveraged **dependency injection** to improve testability

EDUCATION

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