

# Gabriel Siu

## iOS Software Engineer

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### RELEVANT EXPERIENCE

#### Mobile Engineer - iOS @ Faire

Sept 2022 – Present // Toronto, ON

- Developing features for the Faire Wholesale app using **Swift & SwiftUI**

#### 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 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

#### iOS & Back-End Developer @ ZeMind Studios

Jan – 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**

#### 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**, and performed code reviews for co-workers' PRs

### SKILLS

#### Languages

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

#### Platforms & Tools

UIKit, SwiftUI, 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

Sept 2017 – Present  
4B, Candidate for BAsC in  
Computer Engineering,  
Honours, Co-op