

Gabriel Siu

3A Computer Engineering

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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

Mobile Developer - iOS // TD Bank Group Sept. 2020 – Present
Toronto, ON

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

Mobile Developer - iOS // 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 Developer // 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 6,000 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**

EDUCATION

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