



# BUMMO KOO

## iOS Developer

### Contact

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+82 010 4199 3923

### Social Media

[github.com/gbmksquare](https://github.com/gbmksquare)

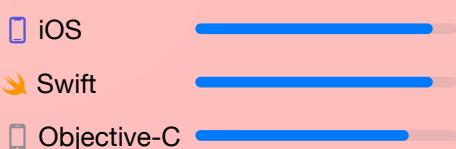
[linkedin.com/in/gbmksquare](https://linkedin.com/in/gbmksquare)

[facebook.com/gbmksquare](https://facebook.com/gbmksquare)

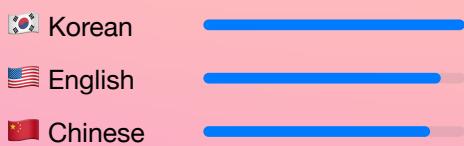
[twitter.com/gbmksquare](https://twitter.com/gbmksquare)

[instagram.com/gbmksquare](https://instagram.com/gbmksquare)

### Skills



### Language



### Hobbies & Interest

- Photography
- Blender (3D Software)
- Movie
- Travel

### About Me

I have 3 years of experience in Objective-C and 6 years of experience in Swift language, and made apps on most of Apple's platform, such as iOS, iPadOS, watchOS, and macOS. I've been developing iOS apps since 2012 and have worked on multiple startups and big companies ever since.

I am passionate about developing on Apple's platform. I follow latest technology and SDK released. I am always inspired what people share on the developer community, and is eager to share back what I learn.

### Experience & Honors

2020.06

#### Swift Student Challenge Winner

Apple WWDC20

Used SceneKit and Blender to make a Swift Playground introducing Yut, a traditional Korean game.

2019.01 - 2019.02

Seoul, Korea

#### Naver Webtoon

iOS Developer Intern

Participated in a redesign project in a 7 member team and discovered and fixed bugs on old codebase.

2017.02 - 2017.12

Seoul, Korea

#### VREX Lab

iOS Developer

Remotely cooperated with developers in a multilingual environment, built a multi-scheme / target environment using different sets of configuration for internalization and configured automatic build and release using Fastlane.

2014.04 - 2016.06

Seoul, Korea

#### MWSTORY

iOS Developer

Designed and architected an Objective-C based internal push notification SDK for SK Planet. In addition, built photo ID editing app *Self Shot* and investment app *Yink*.

2013.01 - 2020.07

Seoul, Korea

#### Freelancer

iOS Developer

Worked on a variety of iOS, iPadOS, and macOS projects. Got a variety of different project experiences and challenged myself to adopt newer APIs and coding styles without lingering on legacy codebase.

2017.02 - 2019.03

Seoul, Korea

#### Speaker

iOS Developer Community

Spoke on 9 iOS developer conferences held in Seoul, Korea, topic including Fastlane, accessibility, early look at Catalyst and more.

### Educations

Korea University

2012 - 2020

#### Computer Science & Engineering

Bachelor's Degree

Korea University

2013 - 2019

#### Industrial & Product Design

Bachelor's Degree

Secondary Major