

Jason Noah Choi

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Projects

Design Scout - Interior design ideas to renovate your home from the world around you

[App Link](#) | Swift, Parse, Fabric, MixPanel, Core Location, Push, Social

Pocket Plan - Take your floor plans to go and chat with interior designers to fill your room

[App Link](#) | Swift, JSQMessages, Animations, Push, Parse

Tomorrow - Record a message for yourself that you can play in the future

<http://tomorrow.gives> | repo: <https://goo.gl/NBG0fL> | article - <http://lifehac.kr/xIgQZTJ>

AVFoundation, Core Data, JSON, Animations, Parse, Swift, Objective-C, Git, Fabric, MixPanel

Cardalot - Study note cards tool with swipe feature and graphs to check progress

<http://cardalot.com> | repo: <https://goo.gl/9TeXlg> | Facebook API, Animations, Core Data

Experience

Membit

Oct 2015 - Present

iOS Developer | Software

San Francisco, CA

- Build MVP for augmented reality geolocation photo-sharing app that allows photos to be placed and viewed in the exact location and time that they were captured; coming soon
 - Suggest and implement Crashlytics and Mixpanel to provide analytics and better testing of hypotheses for user stories; give input on design elements and make it look like an app
 - Use SceneKit by placing 2D images in 3D world using patented human positioning system
- Technologies: Swift, REST API, MapKit, GeoLocation, SceneKit, PhotosKit, Core Graphics

Musey

May 2015 - Sep 2015

iOS Developer | Software, Product Manager

San Francisco, CA

- Built two iOS apps for interior designers and architects to help facilitate ease of communication, finding clients, and planning home layouts using Swift
 - Implemented use of Crashlytics, Instabug for crash reporting and bug tracking; Parse, Digits for BAAS and faster phone verification; MixPanel for analytics, set up provisioning profiles, push notifications, and shipping of app to beta testers and production
 - Built UI of apps in Sketch to create a pixel perfect experience for users; continuously communicate with potential users for feedback to improve overall UX within apps
- Technologies: Swift, Parse, AFNetworking, GeoLocation, REST, JSQMessages

Weekend Concept

March 2015 - Present

Co-Founder | Freelance, Software Architect, Developer

Salt Lake City, UT

- Developed an iOS mobile application using Objective-C for students to use as a study and learning tool for memorization of flash cards
 - Lead design and architecture efforts of apps by creating user stories, requirements and delegating work to cater to strengths of partners so that the team works efficiently
- Technologies: Objective-C, Parse, CoreData, AVFoundation, Core Animation, Facebook SDK

Independent

Dec 2013 - May 2015

iOS Developer

San Francisco, CA

- Worked on projects for iOS platform by learning Objective-C and Sketch for design
- Created a design focused self-motivation app with many animations that is easy to use
- Learned to use tools for ASO, Git for version control to ease the process of making apps

Practice Fusion

Aug 2011 - April 2014

Senior Account Manager | Customer Engagement - Sales

San Francisco, CA

- Managed implementation for thousands of medical practices; averaged 202% OTE as leading performer on team through empathetic sales approach; created training videos
 - Led cross-department initiative with Product/UX to increase engagement via A/B testing, conducted user testing; created wireframes for future iterations of product offerings
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Education

University of Southern California

Los Angeles, CA

BA Psychology

Misc

Avid reader. popping bubble wrap. eating bacon | Tools: Sketch. Balsamici. XCode. Github