

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; provide and create UX stories and wireframes for better design
 - 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

Independent

Dec 2013 - Present

iOS Developer | Freelance, Software Architect

San Francisco, CA

- Developed an app for students to use as a learning tool for memorization with flash cards
 - Created a design focused self-motivation app with many animations that is easy to use
 - 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, Core Data, AVFoundation, Core Animation, Facebook SDK

Dunpatrick, Inc.

Dec 2013 - Present

iOS Developer

San Francisco, CA

- Worked on enterprise apps for iOS platform by working directly with founder of company with projects provided to the company; clients include: university, non-profit, medical firm
 - Under the guidance of TDD, implemented requirements of: keychain access, encryption, administration management, HIPAA, API endpoints connection using Apple's provided APIs
- Technologies: Cocoa Touch, Core Data, Foundation, JSON, Multithreading, Objective-C, Swift

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