

Jun Hong

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Summary

Product-driven developer with a year and a half of professional iOS experience and multiple products out on the market. Keen eye for efficient design and optimal user experience. Solid CS fundamentals. Currently on a temporary leave from school to pursue personal and professional interests.

Experience

IOS ENGINEER @ MONKEY *MARCH 2017*

Responsible for planning and executing migration from Core Data to Realm to eliminate persistence-related crashes, significantly reduce the code base while improving readability, and reduce future developer time required to manage persistent storage. Discovered and patched several UI bugs present in production. Reported directly to the CTO/CEO and worked closely with the rest of the development team to push our product to 1.7 million users. At the time of employment, Monkey had facilitated 350 million+ video calls and was ranked #5 Social Networking app in the U.S. App Store.

FREELANCE IOS DEVELOPER @ MIXR LABS *MARCH 2017 - PRESENT*

Currently building a suite of iOS apps for a nightlife startup in Sacramento to be used by both the merchants and customers at our venues. Currently in prototyping stage at our initial venue in San Francisco.

FREELANCE IOS DEVELOPER @ THE NUMBER *SEPTEMBER - DECEMBER 2015*

Built and shipped an internal iOS app for a delivery startup (now Fetchum) at Brown University. It distributes customers' orders to the deliverers after calculating the optimal route given several input destinations. It calculates and keeps a log of the costs of operation and profit based on the routes and the surges.

Projects

TREBLE

A comprehensive toolkit for musicians in iOS written in Swift. It combines the most essential tools for musicians - tuner, metronome, and tone generator - all on one screen in an easy-to-use interface. Released on November 15, 2016. Currently at ~5000 downloads and 27 5-star overall ratings. Available here: www.treblenow.com

CONTACT

Real-time contact management app in iOS written in Swift. Expedites exchanging contact information between people through the use of unique codes and a real-time database. Contact information is synced automatically across all of the user's Apple devices. Beta version released October 15, 2016. Currently has 100+ monthly active users. Available on the app store. www.getcontactapp.com An extensive technical demo of this product is available here: youtu.be/gQFNfwTYaoA

Education

BROWN UNIVERSITY, GPA 4.0 - 2015

Relevant coursework: Object-Oriented Programming, Algorithms and Data Structures, Functional Programming and Analysis, Discrete Structures and Algorithms, Statistical Inference, Linear Algebra.

MAKE SCHOOL SUMMER ACADEMY - 2016

8-week iOS product development course. Shipped Contact to the app store and presented a demo to the public.