Jun Hong

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Summary

Product-driven designer and developer with four years of iOS experience and multiple products out on the market. Keen eye for efficient design and optimal user experience.

Experience

PARTNER @ LAMBDA *NOVEMBER 2018 - CURRENT*

Product + development group. We specialize in fast, iterative design and development for Seed -> Series B technology companies. lambdacollective.com

LEAD ENGINEER @ DONOTPAY *AUGUST 2018 - CURRENT*

Responsible for leading all mobile engineering efforts at DoNotPay, a 'Robot Lawyer' in your pocket with 5.7M+ in funding from a16z, Greylock, Founders Fund, and others. Hired to replace the existing iOS team and rebuild the iOS app from ground-up as the sole developer, implementing an app-wide product redesign and rearchitecting for scalability. Available here: donotpay.com

LEAD ENGINEER @ OMNI *FEBRUARY - NOVEMBER 2018*

Responsible for leading all engineering efforts around consumer-facing products at Omni, a Series B on-demand storage & rentals marketplace with 35M+ in funding. Hired as the iOS Engineer, promoted in August. Improved average crash-free session rate from 93% to ~100%. Rebuilt the iOS app from ground-up as the sole developer, implementing an app-wide product redesign and rearchitecting for team scalability. Available here: omni.co

LEAD IOS ENGINEER @ MINIMUM *APRIL - DECEMBER 2017*

Responsible for leading all efforts around the iOS platform of a venture-backed business communications product. Worked side-by-side with product & design, and led the engineering team to plan and execute the product through 10 VC pitches, 14 releases on the app store and 2 pivots. Built, rebuilt, and maintained the entirety of the iOS platform supporting over 30 companies.

IOS ENGINEER @ MONKEY *MARCH 2017*

Contract engineer 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 the 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.

Education

BROWN UNIVERSITY, GPA 4.0 – *2016*

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