Jun Hong

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Summary

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

Experience

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. Available here: www.minimum.ai

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.

IOS DEVELOPER @ THE NUMBER *SEPTEMBER - DECEMBER 2015*

Built and shipped an internal iOS app for a delivery startup (now Fetchum) at Brown University. It distributed customers' orders to the deliverers after calculating the optimal route given several input destinations. It calculated and kept 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. Currently at ~35000 downloads and a 5-star overall rating. 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. Available on the app store for demo purposes. www.getcontactapp.com   An extensive technical demo of this product is available here: youtu.be/gQFNfwTYaoA

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.