


# June Kim

june@june.kim • 604 356 1191 • www.june.kim •  kimjune01

## Summary

Senior Software Engineer with 8+ years of experience at Google and startups. Expert in iOS, Swift, Objective-C, UIKit. Proven in developing innovative apps, optimizing performance, and training developers

## Work Experience

Loom – Video Messaging Software for Work

Senior Software Engineer (iOS)

2022 – 2023

- Eliminated bug-prone features for the video recorder, reducing code complexity on iOS using Swift, reducing future developer effort
- Developed alternative Audio/Video pipelines for MacOS using Swift 5 to utilize the latest codecs
- Improved video player reliability from 95% to 99%, resulting in a marked increase in user retention and satisfaction
- Supported leadership in improving on-call assignment processes to improve team mental health, resulting in increased productivity and reduced burnout

Youtube / Google – Youtube Growth Team (Premium)

Software Engineer (iOS)

2019 – 2022

- Wrote technical design docs and implemented unfurling links feature on Google Chat app written in Objective-C iOS, for strategic feature parity with other competing applications
- Transformed technical requirements into comprehensive design documentation, leading the implementation process in C++ and Objective-C, ensuring alignment with revenue goals.
- Independently developed and implemented front-end features to drive YouTube subscription growth, enhancing user engagement and subscription rates.
- Launched experimental features that reached millions of users, significantly enhancing user experience and gathering valuable feedback for future improvements.

Loop Now Technologies – Short-Form Video App

React Native & iOS Engineer

2018 – 2019

- Developed new UI features from design specifications using Objective-C (40%), Swift (30%), and React Native (30%), ensuring seamless integration and improved user interfaces.
- Conducted and analysed UI optimization experiments, leveraging analytics tracking and cohort analysis to drive data-driven improvements and enhance user interaction.
- Developed React Native modules for seamless integration with native code, enhancing application performance and cross-platform compatibility.
- Implemented localization, patented a unique video viewing feature, facilitated social sharing, refined client architecture, and managed custom dependencies to enhance overall application functionality and user experience.

Lipsi Technologies – Anonymous Messaging for Teens

Senior iOS Developer

2016– 2018

- Achieved the #1 Lifestyle app ranking on the App Store USA (March 2018) for an anonymous messaging app, demonstrating significant market impact and user adoption.
- Scaled user base from zero to 2.3 million users, driving rapid growth and increasing app visibility and engagement.
- Refactored legacy Objective-C code into highly modular, readable Swift code, significantly improving code maintainability and future development efficiency.

## Nano 3 Labs – Custom Application Dev Agency

### iOS Developer

2015

- Developed the PictureThat iOS augmented reality app with Swift and SceneKit, transforming it from a functional prototype to a fully released product, enhancing user engagement through innovative Augmented Reality features.
- Engineered a robust Ruby on Rails backend for seamless payment processing, ensuring secure and efficient financial transactions.
- Converted a static website design into a fully responsive Bootstrap 4 site using Jekyll, Sass, and AWS, significantly improving accessibility and user experience across devices.
- Built a cutting-edge Mixed Reality demo on iPad utilizing Occipital's Bridge Engine with Unity and C#, demonstrating advanced technical skills and innovative application of MR technology.
- Developed scalable and efficient React and React Native components for large-scale applications, contributing to improved performance and user satisfaction.

## Lighthouse Labs – Coding Bootcamp for Developers

### Teaching Assistant

2014

- Trained multiple cohorts of iOS developers, guiding them from no prior knowledge to becoming fully productive junior developers, with successful placements at top companies like Nike and Hootsuite.

## Camvy Technologies – Video Editing Application

### iOS Developer

2013–2014

- Developed an automatic video editing and messaging app utilizing the AVFoundation framework, enhancing user capabilities for video customization and communication.
- Self-taught iOS development within four months, progressing from no programming experience to a proficient developer capable of creating robust applications.
- Mastered Ruby on Rails to develop a RESTful API, effectively managing algorithmic message routing and ensuring efficient data handling and communication.

## Education

### Bachelor of Science (2<sup>nd</sup> degree)

Simon Fraser University, Canada

2015–2017

- Data structures and algorithms, databases, machine learning, numerical analysis, computer architecture, networking, satisfiability, operating systems, computer vision, technical writing, security, web development, programming languages

### Bachelor of Business Administration

Simon Fraser University, Canada

2008–2012

- Project management, management science, organizational theory, organizational behaviour, marketing, finance, accounting, business writing, business strategy, operational simulation, operations management, entrepreneurship

## Skills

Swift / Objective-C

iOS SDK / Cocoapods

Scrum/Agile

Ruby on Rails

HTML/CSS/Javascript

C / C++ / Java / Python

Java/Android SDK

React / React Native

AWS / Serverless

Test Driven Development

Algorithm Design

Lean Architecture

Extreme Programming

Technical Writing

Git / Github

Scrum Patterns

Conflict resolution

Short-form video presentation

Toastmasters public speaking

Agile Planning

Pair Programming

Nonviolent Communication

Accountability Conversations