


# June Kim

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

## 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

## Work Experience

Loom Inc.

Senior Software Engineer

2022 – 2023

- Incrementally converted the Electron app from Javascript to Typescript
- Improved video player reliability from 95% to 99%
- Added a video resolution selector feature on top of the Shaka Player module
- Improved on-call assignments for the team's mental health

Youtube / Google

Software Engineer

2019 – 2022

- Independently contributed to front-end features promoting YouTube subscriptions
- Converted technical requirements to design docs thru to implementation in C++ and Obj-C
- Launched experimental features impacting millions of users

Loop Now Technologies (Firework app)

React Native & iOS Engineer

2018 – 2019

- Developed new UI features from designs in ObjC (40%), Swift (30%), and React Native (30%)
- Conducted & analysed UI optimization experiments with analytics tracking & cohorts
- Developed React Native modules for Native integration and vice versa
- Localization, patented video view, social sharing, client architecture, custom dependencies

Lipsi Technologies

Senior iOS Developer

2016– 2018

- #1 Lifestyle app on App Store USA (March 2018) for anonymous messaging
- Scaled from no users to 2.3M users and facilitated growth
- Turned prototype legacy Objective-C code into highly modular, readable, Swift code

Nano 3 Labs

iOS Developer

2015

- Developed PictureThat iOS augmented reality app from functional prototype to release
- Wrote a Ruby on Rails backend for payment processing
- Translated a website design to a responsive bootstrap 4 site using Jekyll, Sass and AWS
- Built a Mixed Reality demo on iPad using Occipital's Bridge Engine using Unity and C#
- Developed React and React Native components for large-scale applications

Lighthouse Labs  
Teaching Assistant

2014

- Trained multiple cohorts of iOS developers from no knowledge to fully productive junior developers which placed them in Nike, Hootsuite, among other advanced roles

Camvy Technologies

iOS Developer

2013–2014

- Developed an automatic video editing and messaging app using AVFoundation framework
- Self-taught iOS from in four months from no programming experience
- Learned Ruby on Rails to develop a RESTful API, handling algorithmic message routing

## People Skills

Scrum Patterns

Agile Planning

Conflict resolution

Pair Programming

Short-form video presentation

Nonviolent Communication

Toastmasters public speaking

Accountability Conversations

## Technical Skills

Swift/Objective-C

C / C++ / Java / Python

Algorithm Design

iOS SDK / CocoaPods

Java/Android SDK

Lean Architecture

Scrum/Agile

React / React Native

Extreme Programming

Ruby on Rails

AWS / Serverless

Technical Writing

HTML/CSS/Javascript

Test Driven Development

Git / Github