


June Kim

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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, transforming it from a functional prototype to a fully released product, enhancing user engagement through innovative AR 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 (2nd 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