June Kim

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Education

Bachelor of Science

Simon Fraser University, Canada   2015–2017
- Second Degree in Computing Science
- Coursework: data structures and algorithms, big data, 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

- Bachelor of Business Administration
- Coursework: project management, management science, organizational theory, organizational behavior, marketing, finance, accounting, business writing, business strategy, operational simulation, operations management, entrepreneurship

Work Experience

Nano 3 Labs

Full Stack Developer   *July 2017–Current*

- Developed PictureThat iOS augmented reality app from functional prototype to release & iteration cycles
- 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

Scrum PLoP

Co-author & copy editor (part time) / Scrum Master   *May 2016–Current*

- Contributed to writing organizational Patterns in Scrum product development
- Wrote over 100 patlets, a brief summary & introduction to each Scrum Pattern
- Presented workshops on technical writing and copy-edited large sections of the book

Lipsi Technologies

Senior iOS Developer   *November 2016–March 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

Fitplan Technologies

iOS Developer   March 2015–*September 2015*

- Developed a fitness application that distributes celebrities' workout programs for subscription
- Accelerated development time by refactoring 40,000 lines Objective-C code into 28,000 lines
- Delivered dozens of elaborate animated UI view controller screens from wireframe designs to iOS screen in piecemeal growth, each taking about one workday to add
- Proactively improved the server API and implementation to improve performance

Lighthouse Labs

Teaching Assistant   January 2014–*December 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   March 2013–June 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

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