PRISCILLA IP

iOS Developer

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github.com/mcipswitch



prsclla.com

EDUCATION

Ray Wenderlich iOS Bootcamp COMPLETED AUGUST 2020

Udemy iOS 13 & Swift 5 Bootcamp COMPLETED MAY 2020

Sheridan College, 2013 Advanced TV and Film Program

University of Waterloo, 2011 BA Art History and Psychology

SKILLS

Proficient: Swift, SwiftUI, iOS Architecture and Design Patterns, Networking, API Integration, data persistence, unit testing, Git, Human Interface Guidelines, UI/UX Design

Familiar: Combine, Objective-C, HTML/CSS/Javascript

LANGUAGES

English, Cantonese, French (basic)

INTERESTS

Climate Justice, Food/Culture, Gaming, Ninjitsu, Podcasts, Tattoos

PROFILE

I have a passion for making elegant, intuitive and humane products that empower all people to thrive in their professional and personal lives. As an iOS developer, I am driven by my curiosity and a fondness for finding creative solutions. I would love to create and grow alongside people who share my dedication to learning and building beautiful and mindful products.

WORK HISTORY

iOS Developer

Lightspeed HQ · October 2020

Build and maintain Lightspeed Retail POS System.

Video Editor & Motion Designer (since 2013)

Shutterstock and PremiumBeat · August 2017 - April 2020

Produced and oversaw projects from concept through to final master delivery. Worked closely with stakeholders to ensure quality and brand consistency. Portfolio can be found at here.

APP PROJECTS

Lacuna Podcasts

A dark mode podcast app using iTunes Search API with offline playback and data persistence. Written programmatically in Swift.

· AVKit, iTunes API, JSON, XML, Alamofire, FeedKit, UserDefaults

Nearby FastFood

A restaurant search app that finds fast food places nearby. Written programmatically in Swift.

· MapKit, Yelp Fusion API, Alamofire

SwiftUI Calculator

A recreation of Apple's system calculator app with basic arithmetic functions.

· SwiftUI