WILLIAM CHUANG

**Contact:** (616) 678-2177 (M); **Email:** chuangwilliam7@gmail.com **pressure environment with tight deadlines**

● iOS Developer ●

**EXECUTIVE SNAPSHOT**

* **Experienced iOS Developer with 9+ years of experience developing native iOS application using Swift and Objective-C; 6 Apps published on apple store.**
* Wide experience in the most relevant technologies of the modern iOS enterprise and end-user Apps environment including Core Data, Core Location, GCD, and NS Operation
* Complete Software Development Lifecycle experience, from conception to App Store delivery; persistence achieved through use of Core Data, plists, User Defaults, and more
* Ability to create views using UI Storyboard, XIB, and through implementing views programmatically
* Demonstrated excellence in using:
* MVC, Singleton, Notifications, Delegation, TDD and MVVM design patterns
* Core Location services and Map Kit for routing and region monitoring
* Core Data for data persistence and offline use of online-driven apps
* Hands on experience using multiple web-based technologies using HTML, CSS, JavaScript, PHP, Angular JS, Knockout JS and J Query
* Experience consuming RESTful API endpoints and processing the returned data for use in the app; Ability to manage third party libraries through Cocoa Pods, Carthage, and Swift Package Manager
* Possess knowledge of using JSON format and parsing XML using URL Session and XML Parser
* Experienced practitioner of Agile methodologies, with Scrum being the primary; Code versioning and branching expert with Git
* Expert in creating custom UI though both UIKit and SwiftUI and cross platform integration
* Knowledgeable with reactive programming using native Combine for data communication and 3rd party with RxSwift
* Familiar with Wi-Fi, Bluetooth, NFC, and other short distance wireless communications protocols
* Understanding of implementing communication between iOS and Web View content as well as APIs implementation with Apple Maps; well versed with Consumption of REST and SOAP web-services

**technical skills**

Objective C, Swift, Cocoa Touch Framework, SwiftUI, Combine, Core Data, SQLite, User Defaults, Keychain, Touch ID, Face ID, REST, XML, JSON, GCD, NS Operation, Custom Controls, MVC, Singleton, Observer, Delegation, Notification, Protocols, KVO, KVC, Git, SVN, RxSwift, Map kit, Core Location, Core Animation, Core Graphics, Apple Push Notifications, Continuous Integration, Jenkins, Alamo fire, AF Networking, TDD, XC Test, Storyboards, Auto layout, Size Classes, ARC, MRR, Lottie Animations, Site Catalyst, AppDynamics, Java, JavaScript, C/C++, Python, Rust, HTML, Verilog/VHDL, MySQL, Bash, Haskell, Assembly, Bluetooth

PROFESSIONAL EXPERIENCE

Bissel, Grand Rapids, MI since January 2022

Senior iOS App Developer

(Bissell Inc., also known as Bissell Homecare, is an American privately owned vacuum cleaner and floor care product manufacturing corporation headquartered in Walker, Michigan in Greater Grand Rapids)

Link: <https://apps.apple.com/ca/app/bissell-connect/id1126954584>

Description: The BISSELL Connect App gives you the power to manage your connected BISSELL products anytime, anywhere with your smart device, so you can get on with your busy day.

Responsibilities:

* Directly worked in revamping the application from UIKit to SwiftUI in modernizing the application for future updates
* Implemented MVVM architecture to reduce testing efforts and increase the code coverage of the application.
* Utilized UIViewRepresentable and UIViewControllerRepresentable protocols for UIKit support in SwiftUI and UIHostingViewControllers for hosting SwiftUI in UIKit for migrations of code to SwiftUI while maintaining app functionality
* Conducted meetings for requirement gathering, planning and retrospectives.
* Conducted regular code analysis and refactoring sessions for legacy classes and code.
* Worked closely with the UI/UX, Testing, and Continuous Integration teams to ensure a high-quality product.
* Developed a wrapper ViewController for a React-Native view to handle communication between React-Native and Swift based on NSNotifications and JSON.
* Guided junior developers on Swift best practices for effective development of stories.
* Facilitated back-end asynchronous communications with RxSwift, Alamofire and Codeable for parsing.
* Mentored Junior developers about emerging technologies, technology updates, and best practices.
* Applied new layout, refactored source code, reduced app size, fixed memory leaks, reviewed source code, and optimized performance. Wrote unit test. Managed project configuration.
* Used CocoaPods library and UIKit Framework, Foundation Framework and CoreGraphics Frameworks.
* Used Core Data and to store data on iOS mobile device.
* Used Prototypes to create mockups.
* Debugged and fixed access to Bluetooth settings, network connectivity, Wi-Fi Multicast reception, and connect and disconnect from Wi-F.
* Stored project code in Git repository and used SourceTree for version control.
* Worked with Atlassian stack for team tools including JIRA and SourceTree for requirements, issues, and bug tracking.

Utica University, New York, NY Jan 2019 – Dec 2021

iOS App Developer

(Utica University is a comprehensive, independent, private institution founded in 1946 as Utica College, located in the heart of Central New York)

Duration: June 2020 – Dec 2021

App Name: Utica Proud – The City of Utica Rewards App

Link: <https://apps.apple.com/us/app/utica-proud/id6443921053>

Description: The City of Utica is happy to present the Utica Proud app! Discover the city’s unique and diverse businesses, events, and much more, while supporting our local economy.

The Utica Proud app rewards residents and visitors with Halfmoons for shopping at local, independent businesses. Once earned, you can redeem your Halfmoons in select businesses.

Responsibilities:

* Created the app in Swift in Xcode IDE with a variety of frameworks.
* Added localization through the application to a variety of regions for Spanish, French, German, and many more languages to a variety of screens including but not limited to the Booking, Login, and Checkout Screens
* Worked in a large team of 10 iOS developers working in an Agile environment with 2-week sprints, daily standup, and weekly refinements
* Built up code coverage with migrations to SwiftUI to a total of 85% creating a more bug proof system with XCTest for unit tests
* Utilized Jenkins for CI/CD for nightly builds and direct app release integration though TestFlight
* Worked with Combine for reactive communication on the backend with the publisher / Subscriber pattern for data flow and integration with SwiftUI
* Utilized Alamofire for REST API consumption with JSON data and serializing to local models with JSON decoders and the Decodable protocol
* Worked closely with UI/UX designer for designs and wireframes through the use of Figma
* Directly worked on the internal UI SDK for reusable UI components for the Herts Presentation
* Utilized Firebase for Crashlytics and backend storage and Dynatrace for tracking app performance dynamically in production
* Worked directly with 3rd party SDKs though the Swift Package Manager such as Lottie for animations and Stripe for Credit Card purchases
* Used GitFlow branching methodology on Github for cross functional and parallel development

Duration: Jan 2019 – June 2020

App Name: Utica College

Link: <https://apps.apple.com/us/app/utica-college/id1046670096>

Description: Explore Utica College! Thinking of attending Utica College? Prospective students and families can navigate the campus and learn about our unique programs and culture through self-guided tours. Whether at home or on campus our interactive student guide will accompany you as you explore our offerings through the use of the GPS-enabled campus map, student videos and photos.

Responsibilities:

* Worked with an Agile iOS team of 10 people.
* Worked with an offshore team with weekly meetings
* Participated in daily scrum meetings and weekly sprint planning sessions with the developer team
* Partook of twice-weekly meetings, planning, and review sessions with the automation team
* Programmed main application in Swift using MVVM architectural pattern
* Worked with the UI via XIB files
* Built iOS Storyboards and established IBOutlet and IBActions
* Implemented BluePill for running automation tests in parallel by using multiple simulators
* Implemented Keychain Sharing to share sensitive data between libraries supported by different teams
* Utilized Atlassian Jira to track issues and assign tasks
* Used Bitbucket as the Git code repository with SourceTree Git client
* Utilized Jenkins for continuous integration and quality control and evaluated Jenkins’ reports from the daily scheduled job
* Performed Regression testing for new devices such as iPhone XS and iPhone XS Max to detect potential issues
* Applied logging and analytics tools like Fabric and Google Analytics
* Used Crashlytics to detect bugs in production releases
* Used TestFlight for beta distribution within the team
* Worked with qTest for the management of the tests
* Used Charles Proxy as the debugging tool

Sprint Overland Park, KS                                                                             Jan 2018 – Dec 2018

(Sprint is a company providing wireless and wireline communications products and services for consumers, businesses, government subscribers, and resellers. It operates two segments: Wireless and Wireline)

Link:  <https://itunes.apple.com/us/app/my-sprint-mobile/id491126018>

Description: The My Sprint Mobile app is used for viewing and paying your bills or finding the tech support you need.

* Responsible for designing, developing, and implementing new features and updates to the app.
* The team operated on an Agile project execution methodology complete with daily scrum sessions, Sprint meetings, and regularly scheduled brainstorming meetings.  My hands-on technical work highlights:
* Used Swift and Objective-C with Xcode IDE for iOS mobile app development.
* Regularly consumed RESTful API services with SwiftyJSON to have real time data from the backend
* Coded the iOS application in Swift using Xcode IDE with Git repository and version control.
* Built application test framework with UI Automation.
* Built wireframes for app designs.
* Built, coded, tested and deployed a scalable and modular application, and modified existing software to correct errors, improve performance, and adapt to new versions of iOS.
* Coded the application in a hybrid code base for Swift and Objective-C using bridging headers.
* Worked to develop the application using Xcode, and managed Git code repository with SourceTree with a Jenkins CI.
* Applied RESTful web service calls using AFNetworking framework, with POCs made in Swift.
* Wrote web services to interface with the iOS Mobile App.
* Ensured a secure environment for all web services by applying RESTful and implementing Open Authentication.
* Refactored RESTful requests from NSURLConnection to AlamoFire for compatibility with up-to-date iOS standard.
* Applied the MVVM architectural pattern and Delegation, Notifications, KVC, and Singleton design patterns.
* Adapted Core Animation and CALayer to crop and animate images over videos.
* Applied new layout, refactored source code, reduced app size, fixed memory leaks, reviewed source code, and optimized performance.
* Wrote unit tests and managed project configuration.
* Mentored team members about project execution strategies/processes and various aspects of the technical development/deployment.

Hooter’s of America, LLC in Atlanta, GA Dec 2015 – Dec 2017

Sr. iOS App Developer

Link: <https://apps.apple.com/ca/app/hooters-ordering-and-rewards/id1259901981>

Description: Everything Hooters®, Right at Your Fingertips. The Hooters® app puts our wide selection of world-famous wings, fresh burgers, crisp salads, and craveable seafood all in one place – your pocket!

Responsibilities:

* Worked closely with stakeholders to develop custom solutions.
* Worked extensively with Mapkit and Core location frameworks to provide user the experiences of Mapviews.
* Coded the apps in Swift with Combine on MVVM architectures and various design patterns.
* Developed UI using Storyboards and AutoLayout, Constraints, as per design specifications.
* Regularly participated in pair programming sessions.
* Utilized CocoaPods to load all third-party frameworks and manage dependencies.
* Worked closely with UI/UX designer enforcing proper UI designs according to Apple’s Human Interface Guidelines with Zeplin for building wireframes.
* Followed Clean Architecture design.
* Interfaced app with ApplePay.
* Implemented Alamofire implementation to help optimize backend calls.
* Backend communications parsed with Codable protocol and placed into model objects.
* Working with backend team during the design of the new Restful API for the mobile platform.
* Testing using XCTest, using dependency injection to simulate different scenarios.
* Coordinated with QA testers for end-to-end unit testing and post-production testing.
* Wrote Unit Tests for code using XCTest library

Redfin in Seattle, WA Jan 2014 – Nov 2015

iOS App Developer

Link: <https://apps.apple.com/us/app/redfin-real-estate-buy-homes/id327962480>

Description: Download the Redfin App to get updated real estate listings every 5 minutes. Find the latest homes, condos, and townhouses for sale in your area. Browse listing photos, see the most up-to-date home details, and instantly book a free home tour with a Redfin Real Estate Agent. Get the Redfin App to search for homes from your fingertips.

Responsibilities:

* Used Xcode IDE for iOS app development.
* Gathered product integration, product requirements, and product implementation information and ensured technical work aligned with user specifications from a business standpoint.
* Worked with an Objective-C codebase.
* Assisted in evaluating issues to determine root cause and derive an appropriate and successful method of resolution and debugged various issues with back-end communication and connectivity.
* Implemented the ability to share videos and listings with the share sheet.
* Multi-threaded some of the tasks including searching results and pre/post filters in iOS by running tasks in a separate thread using GCD blocks and NSOperation Queue for optimizing the performance.
* Used Adobe Analytics and AppDynamics for usage patterns and analytics.
* Implemented some UI work with views, sidebar navigation, custom navigation.
* Worked closely within a cross functional team of testers and developers.
* Used UIKit Framework for development and maintenance.
* Stored log details into the database using APIs and retrieved them back in log data.
* Participate in team code reviews and assisted with mentoring and best practices.
* Used Core Data for data persistence and local storage.
* Added animation between UIViews and custom scene transitions for better user experience.
* Utilized Jenkins for continuous integration testing.
* Used Git and SourceTree for version control.
* Debugged issues throughout the app using a combination of Instruments, LLDB statements, Breakpoints, and Log statements.

ACADEMIC CREDENTIALS

Bachelor of Science in Computer Science

Utica University – Department of Computer Science

Bachelor of Arts in Mathematics

Utica University – Department of Computer Science