

Sherwin Yang

iOS Developer

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About Me

Programming	Swift . PHP . Java . JavaScript . C/C++
Web Development	HTML5/CSS3 . Laravel . Bootstrap
Other Skills	Git . Scrum Agile . SQL . Linux
Interest	Stock Investing/Investment Products . Health & Nutrition . Sports

Experience

Homeplan (<https://www.homeplan.id>)

Co-founder and Software Engineer

Feb. 2021 - Now

- Build Homeplan native iOS app, create back-end APIs using Laravel framework, and setup the back-end server (LEPP stack)
- Implement MVVM design pattern, and utilize delegate and notification pattern in the iOS app
- Apply external libraries using cocoapods dependency manager in the iOS app
- Control git flow and resolve git conflict of the iOS app
- Collaborate with UI/UX designers in making design decisions
- Practice Scrum methodology in a team consist of 6-7 people
- Continuously iterate and improve product in achieving product market fit
- App Store link : <https://apple.co/3h7SUHd>
- (is one of the projects built in Apple Developer Academy @BINUS)

Apple Developer Academy @BINUS

Tangerang

iOS Developer Intern

Feb. 2020 - Dec. 2020

- Collaborate with various different teams and conducted research in order to create a solution based on real-world problems/challenges (6 iOS/iPadOS/watchOS apps + 2 personal iOS apps built as the result).
- Learn design, coding practices, research/business, and professional skills from mentors in the academy and other Apple Educators or other practitioners in their field, then implement them directly in projects/challenges.

Catalyst Program Participant

Feb. 2021 - Aug. 2021

- 2nd year program of Apple Developer Academy to learn deeply about startup (using Homeplan as learning tools).
- Discuss strategy, get insights, and learn from EIR(entrepreneur in residence) to improve Homeplan.
- Participating in workshop every week to learn about business, marketing, finance, tech, and design from experts.

Technical Projects

CashIt (marketplace for money changer)

Bina Nusantara University

iOS and Web(for content management system)

Sept. 2020 - Jan 2021

- Work in a team of 3 people for final/thesis project in final year in university.
- Collaborate in developing the iOS app using SwiftUI and create APIs for the iOS app to interact with back-end system, built the entire Web app using Laravel framework and design the database ERD. Deploy the Web app to live server.

Badmintech (badminton training app)

Apple Developer Academy @BINUS

iOS & watchOS

June. 2020 - Aug 2020

- Develop and integrate the iOS and watchOS app.
- Implemented MVC design pattern.
- Control git flow and resolve git conflict.
- Practice Scrum methodology in a team consist of 6 people.

Nutrition Tracker (lifestyle app)

Apple Developer Academy @BINUS

iOS

Mar 2020

- Build the entire app for a challenge in the academy in 4 days.
- Store user input in Core Data.

Education

Bina Nusantara University

Jakarta

Bachelor of Computer Science, Software Engineering Stream

Sept 2017 -Mar 2021 (3.5 years)

GPA : 3.69

Joined in UKM Badminton as Activist in the 2nd semester (awarded as best activist) and Chief in Kemanggisian Region in the 4th semester.