Sherwin Yang

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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   *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
- Collaborate with UI/UX designers in making design decisions
- Control git flow and resolve git conflict of the iOS app
- 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*

Student (iOS Developer)   *Feb. 2020 – Dec. 2020*
- Collaborate with various different team 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 (Student)   *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, 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 Kemanggisan Region in the 4th semester.