Leo G.J. Huang

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Skills

Languages:	Swift, Objective-C, C, C++, Java, Python, JavaScript, HTML/CSS
Frameworks:	SwiftUI, UIKit, Combine, Core Data, React Native, Express
Tools:	Xcode, TestFlight, Figma, Firebase, MongoDB, Git

Experience

iOS Developer
Freelance — Aug 2021 - Dec 2021

- Developed an entire iOS app from scratch using **SwiftUI** and **Core Data** to provide a platform for over **500** students to track, submit, and evaluate their assignments in a citywide after-school program
- Published scalable and efficient unit tests with **Xcode** to ensure proper functionality and code quality
- Enabled students to add events and reminders to their calendar by integrating the Google Calendar API
- Implemented a remote notification system with concurrency and async/await functions to notify students of upcoming due dates, improving the number of user interactions by **24%**

iOS Development Lead
Swipe Up — Jul 2021 - Dec 2021

- Created an iOS app using **SwiftUI** and **Combine** to give students instant access to exclusive deals and discounts at more than **10** local stores and restaurants without the hassle of a physical card
- Collaborated with a team of **5** developers to build the app's architecture against a tight deadline
- Designed an interactive and user-friendly interface powered by APIs from Yelp Fusion and Google Maps
- Innovated a new authentication and payment system with PassKit and Apple Pay to allow students to purchase a membership directly from the app rather than having to pay in person

Principal iOS Developer
unExpired — Feb 2021 - Jul 2021

- Engineered an iOS app using **SwiftUI** with a team of **4** programmers under my leadership to help users easily store and retrieve information about their food, cosmetics, and household products
- Crafted a local notification scheduler to remind users when their grocery items are due to expire
- Exceeded Apple App Store downloads by over **50%** of the company's projected goals a week after launch
- Optimized the prototype's performance by splitting large views into smaller reusable components and minimizing the number of excessive rerenders to reduce app load times by **18%**

Company President
JA Canada — Oct 2019 - Jul 2021

- Oversaw the strategy, operations, and management of a student-run company of more than **25** employees, in addition to coordinating and delegating tasks between **6** different departments
- Led the company's rapid growth by modernizing the client-facing website and expanding its business model to include a mobile app, achieving an increase in profit margins of over **60%**
- Spearheaded the team to receive the **2021 Most Innovative Company of the Year** award and finish as a **top 3 finalist** at the 2021 JA Canadian Company of the Year Championships in the tech category

Projects

Bottlr · *React, Redux, Node.js, Express, MongoDB, Postman* — Dec 2021
A social network web app built on the MERN stack with backend authentication using JSON Web Tokens to allow users to send and receive anonymous messages around the world.

ShockWave · *SwiftUI, Combine, Core Bluetooth, Arduino* — Nov 2021
An iOS productivity app that uses the proximity sensors on an iPhone to detect when a user is near the device and then connects to a wireless bracelet to shock the user.

CravesList · *Python, Flask, NumPy, Pandas, Selenium* — Oct 2021
A website powered by Flask that leverages speech recognition to help users find the best recipes, along with nearby supermarkets that carry the ingredients they need.

Education

University of Waterloo — GPA: 3.93/4.00
Bachelor of Software Engineering (Co-op), Candidate