SUNNY CHAN

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EXPERIENCE

iOS Engineer — WhatsApp Inc.
Menlo Park, CA (Jan - Apr 2019)

iOS Engineer — Robinhood Market Inc.
Palo Alto, CA (Jan - Apr 2018)

Software Engineer — Donald Glover (Childish Gambino)
Remote (Oct 2017 - Present)

- Worked with product manager and backend engineers to develop and release the second major iteration of the PHAROS event app (built with Xamarin in C#), which provides customized ticketing and merchandising solutions to the upcoming PHAROS event in New Zealand November 2018
- Implemented features including dynamic backgrounds to provide an exclusive experience for ticket holders and dynamic QR codes to prevent scalping

iOS Engineer — Tinder Inc.
Los Angeles, CA (May - Aug 2017)

Software Engineer — Uber Technologies Inc.
San Francisco, CA (Aug - Dec 2016)

- Major contributions to Streamgate (a real-time messaging service in Java with Netty), including connection pooling (2X speed improvement), metrics integration and asynchronous unit testing
- Optimized status update experience for Uber riders in Go and Javascript by pushing real-time updates to mobile apps

Mobile Software Engineer — Eventbrite Inc.
San Francisco, CA (Jan - Apr 2016)

- Restyled the Eventbrite Organizer iOS app in Swift with programmatic Auto Layout
- Independently completed hardware integration for a new third-party credit card reader with creative workarounds against SDK limitations

iOS Developer — Kik Interactive Inc.
Waterloo, ON (May - Aug 2015)

- Implemented the serialization and persistence layer and the UI for Suggested Responses (a feature that enables frictionless interaction with bots on Kik Messenger)
- Built the UI for interacting with Kik Codes (scannable QR codes that enable instant connections with users and bots)

Game Developer — Skytree Digital Ltd.
Hong Kong (Jan - Aug 2014)

- Collaborated with a graphic designer to design and develop Dodge or Die, a mini-game for iOS and Android (built using C# and Unity)

SKILLS

Languages
Swift, Java, Python, Objective-C, C#, C++, Scheme (proficient)
Go, JavaScript, HTML/CSS (in progress)

Media
Adobe Premiere Pro, Adobe After Effects

PROJECTS

Founder / iOS Developer — Magnet Pig
Hong Kong (Sep 2011 - Oct 2013)

- Founded a team of five in high school to design, develop and market Magnet Pig, a physics-based puzzle game for iOS (built using Objective-C and Cocos2D)
- Ranked the Top Paid App on the Hong Kong App Store at launch

AWARDS

WWDC Student Scholarship — Apple Inc.
San Francisco, CA (June 2013, 2014, 2015)

- One of a few hundred students worldwide selected to attend WWDC 2013, 2014 and 2015
- Developed highly interactive "about me" apps with custom UI components to showcase my creativity and technical skills

EDUCATION

Bachelor of Computer Science — University of Waterloo
Waterloo, ON (Sep 2014 - Apr 2019)