

# SUNNY CHAN

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## EXPERIENCE

### iOS Engineer — Robinhood Market Inc.

Palo Alto, CA (Jan - Apr 2018)

### Software Engineer — Donald Glover (Childish Gambino)

Remote (Oct 2017 - Present)

### 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
- Measured and analyzed network efficiency of the real-time push channel on the new Uber iOS app in Swift

### Mobile Software Engineer — Eventbrite Inc.

San Francisco, CA (Jan - Apr 2016)

- Restyled the [Eventbrite Organizer](#) iOS app in Swift with programmatic Auto Layout
- Worked closely with designers to build modular UI components (reused across the app)
- 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)

## EDUCATION

### Bachelor of Computer Science — University of Waterloo

Waterloo, ON (Sep 2014 - Apr 2019)

## 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 2015 Scholarship — Apple Inc.

San Francisco, CA (June 2013, 2014, 2015)

- One of 350 students worldwide selected to attend [WWDC](#) 2015
- Developed a highly interactive "[about me](#)" app with custom UI components to showcase my creativity and technical skills

### WWDC 2014 Scholarship — Apple Inc.

San Francisco, CA (June 2013, 2014, 2015)

- One of 200 students worldwide selected to attend [WWDC](#) 2014
- Developed a highly interactive "[about me](#)" app with custom UI components to showcase my creativity and technical skills

### WWDC 2013 Scholarship — Apple Inc.

San Francisco, CA (June 2013, 2014, 2015)

- One of 150 students worldwide selected to attend [WWDC](#) 2013