

SUNNY CHAN

sunnychan.me | sunnychan626@me.com | github.com/sunnychan626

EXPERIENCE

Mobile Software Engineer — Eventbrite Inc.

San Francisco, CA (Jan - Apr 2016)

Part of the [Eventbrite Neon](#) team building a great event management experience for organizers

Projects include credit card reader integration, screenshot automation, rebranding with Auto Layout

iOS Developer — Kik Interactive Inc.

Waterloo, ON (May - Aug 2015)

Implemented new consumer-facing features on [Kik Messenger](#) (> 240 million users)

Projects include [Kik Codes](#), [Suggested Responses](#), Settings Deep Linking

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

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

Ranked the Top Paid App on the Hong Kong App Store at launch

Built using Objective-C, Cocos2D and Xcode

AWARDS

WWDC 2015 Scholarship — Apple Inc.

San Francisco, CA (June 2015)

One of 350 students worldwide selected to attend WWDC 2015

Developed an "[about me](#)" app that showcases my creativity and technical skills

WWDC 2014 Scholarship — Apple Inc.

San Francisco, CA (June 2014)

One of 200 students worldwide selected to attend WWDC 2014

Developed an "[about me](#)" app that showcases my creativity and technical skills

WWDC 2013 Scholarship — Apple Inc.

San Francisco, CA (June 2013)

One of 150 students worldwide selected to attend WWDC 2013

EDUCATION

University of Waterloo

Waterloo, ON (Sep 2014 - Dec 2018)

Candidate for Bachelor of Computer Science

SKILLS

Languages

Swift, Objective-C, Python, C/C++, Scheme (proficient)

Ruby, HTML/CSS, Javascript (in progress)