

Andy Wong

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New York, NY

iOS Engineer & Software Engineer

Versatile, result-driven engineer with 4+ years of experience developing iOS apps. With 1+ year of professional experience. Experience working at small teams with tight deadlines. Superb ability to manage large scale projects with short time frames and delivering results. Proven problem-solving skills, fast-learning, and ability to adapt to evolving industry trends. A dedicated engineer with the drive and skill-set to excel in a fast-paced role enhancing the company's ability to create products to capture the profitable market.

CORE SKILLS

Swift • iOS Development • iOS App Store Production Build • Firebase • Python • Contentful • React.js • Ruby on Rails • Javascript • HTML • CSS • Project Management • UI/UX Design • Mobile Architecture • Team Leadership • iOS IAP • ARKit • Training/Onboarding new engineers • Communication • Sketch • Figma

EXPERIENCES

Lover, New York, NY & Remote

Mar 2019 – May 2020

Founding iOS Engineer

- Created two applications in two months per application.
- Implement IAP server to server and Firebase backend
- Create subscription model that converts 20% of users to a paying user
- Managed projects and timeline to ensure targets are met.
- Design application that is used by 100+ daily active users.

Plated, New York, NY

June 2018 – August 2018

Software Engineer Intern

- Created a web-application that reduce food waste by having users enter ingredients they already have in their fridge and the application will return recipes that can be made from those ingredients.
- Learn React and Ruby on Rails on the spot while trying to create a web-application in two months.
- Pair program with engineers on new features and bugs what will be used by our users

Viacom, New York, NY

Sept. 2017 – May 2018

iOS Software Engineer Intern

- Created an iOS application that played Viacom videos in Augmented Reality
- Fixed bugs on applications that has 1000+ daily active users
- Build internal tool with team of engineers used by all employees.

SavvyCloset, New York, NY

2017 – 2017

iOS Software Engineer Intern

- Worked at the sole engineer at the team.
- Managed project by building out stories and implementing them.
- Reconfigure authentication methods that will enhance the sign in experience for 100% of users.