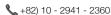
Kim Sungyeon (김성연) IOS / Android Native App Developer



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Profile

Hello, I am Sungyeon Kim, a mobile app developer with 5 years of experience. I have accumulated rich experience through various projects and place great importance on problem-solving skills and effective communication. I am also open to learning and applying new technologies.

In early 2024, I launched Anitoon, an app for creating stop-motion animations. I have also been involved in developing Android apps such as BeatSync and CameraFiLive. Additionally, through the side project Nenio, I have collaborated with planners, designers, and server developers, realizing the importance of teamwork.

Skills

IOS. Android

Swift, Kotlin, Python, Javascript, SwiftUI, Jetpack Compose, Combine, Concurrency, Coroutine, Hilt, Retrofit, MVVM, Composable Architecture Github, Jira, Figma

Experience

Kinemaster 21.07 ~ / IOS, Android App Developer

- At KineMaster, I was involved in the Anitoon iOS app, BeatSync Android app, and SpeedRamp Android app.
- Anitoon is a Stop Motion Animation app. I gained experience in creating a service by participating from the planning stage of Anitoon.
- I utilized Figma to collaborate with designers and implement various UIs, Mantis for image cropping, created custom UIs for common use, and worked on supporting 18 languages.
- Since the release of Anitoon in February 2024, I have been using Jira to manage issues and add new features.
- Implemented a service similar to TikTok in BeatSync using Jetpack Compose and GraphQL.
- Developed a feature to share projects created with SpeedRamp to the KineMaster video editing app.
- Created a web service to support project reviews using Python and FastAPI. Utilized Jinja2 for the web interface.

VaultMicro 20.07~21.06 / Android App Developer

- At VaultMicro, I was involved in the CameraFi Live Android app.
- Added a customer support center to CameraFi Live, including implementing the necessary server and admin web interface.

Projects

Nenio 23.06 ~

- Nenio is Quick Social Poll App
- Android: Jetpack compose, Hilt, Coroutine, Flow, MVVM, Retrofit
- IOS: Swift, SwiftUI, Composable Architecture
- I was responsible for approximately 100% of the iOS work, 90% of the Android work, and 10% of the server-side work.