

Lance Fu | iOS Developer

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Profile

Software engineer with particular interest in mobile application development. Possess technical skills in various programming languages like Swift and Objective-C. Successfully shipped multiple apps for iPhone, iPad, and Apple TV over the years. Have extensively collaborated with multidisciplinary teams to develop interactive applications for several platforms using agile methodology.

Skills

SOFTWARE DEVELOPMENT

Proficient in Swift, Objective-C, and iOS development. Experienced in functional reactive programming (ReactiveSwift) and MVVM in addition to MVC paradigm.

Experience

IOS DEVELOPER, DYNAMIC LEAP TECHNOLOGY INC., NOV 2015 ~ AUG 2017

Responsible for development and maintenance of various applications for Apple platforms including iOS (ShareSmart) and tvOS (Guitar Tricks and CinemaFrame). Working closely with both client and designer to ensure requirements are met. Led a multi-platform project that lasted roughly 6 months and assisted with project management. Most recently, implementing enterprise app for Carnival Corporation with Marine Learning System using Swift, reactive programming, and MVVM paradigm.

IOS DEVELOPER, YERO, JUN 2015 ~ NOV 2015

Developed Yero iOS app which consumes our internal RESTful API for location-based social features. Technologies or libraries used in app include Core Data, AFNetworking, SDWebImage, AWS iOS SDK, Pusher, Parse, Gimbal and Mixpanel... etc.

IOS DEVELOPER, HYVE, JUN 2014 ~ MAY 2015

Developed Hyve iOS app. Responsibilities mainly focused on client development, but also involved some server side work. Implemented social networking features like Facebook and Twitter login, news feed, events, photos, and some location-based features. Integrated Mixpanel for analytics.

IOS DEVELOPER, PROMO.CO, FEB 2014 ~ MAR 2014

Developed Promo iOS app. Worked as iOS developer to finish off Promo and submitted to the App Store. The app aimed to make running promotions easier for small business with e-business features and Facebook & Twitter integration.

IOS DEVELOPER, PERCH COMMUNICATIONS, AUG 2012 ~ NOV 2013

Developed Perch iOS app. Collaborated with Ruby dev on both HTTP & Socket based communication. Worked closely with designer to improve UX and implement UI. Assisted user engagement manager in implementing user events tracking and automating data gathering for analyzing.

Education

Master of Digital Media (UBC, SFU, Emily Carr, BCIT)

Centre for Digital Media – Graduated in April, 2012

Bachelor of Science in Computer Science

University of British Columbia – Graduated in May 2010