

Jonathan Chui

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iOS Software Engineer | Google Inc.

HIGHLIGHTS & SKILLS

Noteworthy Highlights

- Senior iPhone Developer, experienced in entire iOS development cycle, having launched **16+ iPhone apps** totaling over **20 million downloads**, w/ apps featured in **Apple Ads** in **New York Times & Time Magazine**.
- Helped launch **Google Maps v2 on iPad**, which reached **#1 top overall free app & #1 top app in navigation**.
- Lead team of **5 iOS & 3 Android** developers in multi-million dollar budget iPad/iPhone/Android App for one of the world's top game franchise (game sold over **100 million copies**)
- Developed Food Network's **Eat St. App**. Downloaded **100,000 times** in first 3 weeks, featured in the New & Noteworthy section of App Store, Top 12 In CAD Lifestyle. Featured in **Mashable**, **Vancouver Sun**, & **App TV**
- Launched the **Onion's Magic Answer Ball**, learning OpenGL in the process, featured in **Mashable** & **Gizmodo**.

Technical Skills

- Expert in Objective C, XCode5, Instruments & IOS Frameworks: Core Data, Map Kit, Core Location, Core Animation, In-App Purchase, GLKit; Asynchronous Network & Multi- Threaded Optimization, Blocks & ARC
- Veteran in Python, Skilled in C# & .NET framework, C++, Java, Matlab,
- I live & breath GIT, Python all in the Unix command-line
- Proficient in OpenGL, Ruby on Rails, PHP (codeigniter), jQuery, Javascript, HTML, MSSQL /MySQL, Photoshop

TECHNICAL WORK EXPERIENCE



Google Inc., iOS Software Engineer on Google Maps / Gmail Mountain View, CA 2012-present

- Helped launch v2 of **Google Maps for iPhone/iPad**. Re-wrote analytics framework from scratch to support the high-volume (v1 had over **10 million** downloads in the first **48 hours**)
- Currently working on top-secret project w/ Gmail iOS Team ;)



Atimi Software, Developer Team Lead (iOS & Android) Vancouver, BC 2012

- Lead team of 5 iOS & 3 Android developers in multi-million dollar budget iOS & Android App for a top Game Franchise (game sold over 100 million copies)
- Estimated project tasks, wrote proposals, defined technical requirements, assigned dev tasks, drove & responded to client calls, trained & mentored junior devs & coded!



Invoke Media, Senior iPhone Developer Vancouver, BC 2010-2012

- Drove the vision, development & strategy of Invoke's world-class mobile products, provided customer-facing consultation & estimates for top-tiered clients, lead & hired mobile team
- In first 8 months, re-built mobile department from ground up, driving launch of 5 iPhone Apps representing over **\$220,000** in added revenue, managed new iOS hires & trained them
- Engineered 3 reusable frameworks:
 - 1) An **iCloud-esque** framework a year before iCloud launched that cut updates by **weeks** & allowed for **server-driven apps**;
 - 2) A Core Data to REST API synchronizer that allowed **persistence offline data**;
 - 3) A **Wireless Testing Framework** for clients that shaved testing times from **days** to **hours**, speeding up testing times by **>2200%**!



Microsoft

Microsoft Corporation, Program Manager Redmond, WA 2008

- Researched, designed & spearheaded a next-generation evaluation engine, decreasing Microsoft Web Service deployment times by over **200%**.

- Guided a team of over 5 seasoned developers to **100%** project completion.
- Rewarded by managers & team for delivering a visually stunning final presentation & demo
- Revitalized the interns' social life by creating the 1st Microsoft Interns Soccer League



Dolby Laboratories, Research & Development Co-op Engineer Vancouver, BC 2007 – 2008

- Recaptured **3 multi-million** dollar accounts with Sony, Sharp, & Toshiba by spearheading the release of a critical Marketing Application. Caught the attention of **CEO Bill Jasper**.

EDUCATION & ACHIEVEMENTS

University of British Columbia – Bachelor of Applied Science + CPSC Vancouver, BC 2004-2009

- Awarded Entrance Scholarship. **GPA: 80% (A- or 3.7 GPA), Dean's List**
- **Finalist** in Canadian Merit Scholarship Foundation & John Motley Citation (**Top 4% & Top 12** in Canada)

TECHNICAL PROJECTS & COMPETITIONS

iPhone X10 Home Automation Control App (Objective C, XCode, PHP, Apache) 2010

- Developed iPhone application to control lighting & brightness via web services on the home server

UBC APSC 404: iFind – Personal Valuables Tracking (Online WebApp, Prototype, Photoshop) 2009

- Led a team of 5 to research, brainstorm & design a cutting-edge product, solving a real-world problem

UBC APSC 479: Low Cost Eye-Gaze Tracking (C++, Visual Studio, Open Source libraries, SVN) 2008

- Rolled out a prototype to track horizontal eye movements in real-time processed at 15 fps for under \$40

UBC ASPC 459: Wireless Parking Lot Monitoring (ZigBee, C, Java AWT/Swing, NetBeans) 2007

- Conceived proof-of-concept innovative method to solve wasted time looking for parking spots

PROFESSIONAL SKILLS

Professional:

- Influential and charismatic personality, extremely comfortable both leading & working in team settings
- Experienced in leading both small and large teams through full software development life-cycles
- Proficient at mastering new technologies & applying them towards building tangible, profitable solutions

Communication:

- Toastmasters International Member, Public Speaker at High School & Universities on “finding your passion”
- Fluent in English and French, conversational in Chinese

VOLUNTEER EXPERIENCE

Founder – William Aberhart's 1st Annual Eye Glasses Drive (2004) Calgary, AB

- Founded, marketed & collected over **200 eyeglasses** for blind & needy children in third world countries

Organizer and Canvasser – World Vision Canada (2004) Calgary, AB

- Organized over **100+ youth** in raising over **\$10 000** for poverty-stricken children

HOBBIES & INTEREST

- **Technology:** New technology early-adopter; Anything Apple; Programming innovative iPhone apps; Gaming.
- **Sports:** Competitive soccer & volleyball; Recreational snowboarding, biking; Riding my motorcycle.
- **Music & Arts:** Playing guitar, singing & watching musicals; Theatre & Acting.

References available upon request