June Kim

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Summary

Senior Software Engineer with 8+ years of experience at Google and startups. Expert in *React, React Native and TypeScript*. Proven in developing innovative apps, optimizing performance, and training developers

Work Experience

Loom – *Video Messaging Software for Work*

Senior Software Engineer   2022 – 2023

- Led the conversion of Electron Desktop Application from JavaScript to TypeScript ES6, significantly reducing user-facing bugs and enhancing overall application stability
- Developed a resolution selector feature in the Loom video player using React, enhancing user control and customization options
- Improved video player reliability from 95% to 99%, resulting in a marked increase in user retention and satisfaction
- Supported leadership in improving on-call assignment processes to improve team mental health, resulting in increased productivity and reduced burnout

Youtube / Google – *Youtube Growth Team (Premium)*

Software Engineer   2019 – 2022

- Independently developed and implemented front-end features to drive YouTube subscription growth, enhancing user engagement and subscription rates
- Transformed technical requirements into comprehensive design documentation, leading the implementation process in cross-platform front-end (similar to React), ensuring alignment with project goals
- Launched experimental features that reached millions of users, significantly enhancing user experience and gathering valuable feedback for future improvements

Loop Now Technologies – *Short-Form Video App*

React Native & iOS Engineer   2018 – 2019

- Developed new UI features from design specifications using React Native (40%), Objective-C (30%), and Swift (30%), ensuring seamless integration and improved user interfaces
- Conducted and analysed UI optimization experiments, leveraging analytics tracking and cohort analysis to drive data-driven improvements and enhance user interaction
- Developed React Native modules for seamless integration with native code, enhancing application performance and cross-platform compatibility
- Implemented localization, patented a unique video viewing feature, facilitated social sharing, refined client architecture, and managed custom dependencies to enhance overall application functionality and user experience

Lipsi Technologies – *Anonymous Messaging for Teens*

Senior iOS Developer   2016 – 2018

- Achieved the #1 Lifestyle app ranking on the App Store USA (March 2018) for an anonymous messaging app, demonstrating significant market impact and user adoption
- Scaled user base from zero to 2.3 million users, driving rapid growth and increasing app visibility and engagement
- Refactored legacy Objective-C code into highly modular, readable Swift code, significantly improving code maintainability and future development efficiency

Nano 3 Labs – *Custom Application Dev Agency*

iOS Developer   2015
- • Developed scalable and efficient React and React Native components for custom GPS-enabled applications, contributing to improved performance and client satisfaction
- • Converted a static website design into a fully responsive Bootstrap 4 site using Jekyll, Sass, and AWS, significantly improving accessibility and user experience across devices.
- • Developed the PictureThat iOS augmented reality app, transforming it from a functional prototype to a fully released product, enhancing user engagement through innovative Augmented Reality features
- • Engineered a robust Ruby on Rails backend for seamless payment processing, ensuring secure and efficient financial transactions
- • Built a cutting-edge Mixed Reality demo on iPad utilizing Occipital's Bridge Engine with Unity and C#, demonstrating advanced technical skills and innovative application of MR technology.

Lighthouse Labs – *Coding Bootcamp for Developers*

Teaching Assistant   2014
- • Trained multiple cohorts of iOS and web developers, guiding them from no prior knowledge to becoming fully productive junior developers, with successful placements at top companies like Nike and Hootsuite.

Camvy Technologies – *Video Editing Application*

iOS Developer   2013—2014
- • Developed an automatic video editing and messaging app utilizing the AVFoundation framework, enhancing user capabilities for video customization and communication.
- • Self-taught iOS development within four months, progressing from no programming experience to a proficient developer capable of creating robust applications.
- • Mastered Ruby on Rails to develop a RESTful API, effectively managing algorithmic message routing and ensuring efficient data handling and communication.

Education

Bachelor of Science (2nd degree)

Simon Fraser University, Canada   2015—2017
- • Data structures and algorithms, databases, machine learning, numerical analysis, computer architecture, networking, satisfiability, operating systems, computer vision, technical writing, security, web development, programming languages

Bachelor of Business Administration

Simon Fraser University, Canada   2008—2012
- • Project management, management science, organizational theory, organizational behaviour, marketing, finance, accounting, business writing, business strategy, operational simulation, operations management, entrepreneurship

Skills

Swift/Objective-C	AWS / Serverless	Conflict resolution
iOS SDK / Cocoapods	Test Driven Development	Short-form video presentation
Scrum/Agile	Algorithm Design	Toastmasters public speaking
Ruby on Rails	Lean Architecture	Agile Planning
HTML/CSS/Javascript	Extreme Programming	Pair Programming
C / C++ / Java / Python	Technical Writing	Nonviolent Communication
Java/Android SDK	Git / Github	Accountability Conversations
React / React Native	Scrum Patterns	