



# Michael Yau

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## ○ Summary

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Software engineer focused on developing native iOS applications with solid foundation in OOP principles and programming fundamentals. Comfortable working independently or in a collaborative team setting.

## ○ Skills

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### Proficient:

- Objective-C, Objective-C++, C
- Debugging with Instruments
- Source Control with Git, SVN and Dependency Management with CocoaPods
- Consuming RESTful APIs (JSON/SOAP)
- Local persistence using Core Data, Realm, SQLite/FMDB, Keychain Services

### Familiar:

- Swift, JavaScript, Node.js, R, PHP, Java, Spring, Python, Ruby
- MongoDB, MySQL, Parse, Redis

## ○ Work Experience

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### OTG Management - Software Engineer (Full-Time)

[07/2015 to current]

- Built/updated various in-house/B2B Enterprise iOS Applications, including a mobile CMS for restaurant menus, a customized interactive Kitchen Display System which syncs across multiple devices and receives order information in real time, and a sales analytics/management application.
- <http://anotqexperience.com/>

### Visual Mercenary Group - iOS Engineer (Part-time, contract based)

[01/2015 to current]

- Worked on a Life Insurance iOS Application Template with dynamic drop tickets.
- Worked on the Barcode application to add push notifications/deep linking/add event to calendar.
- <http://visualmerc.com/>

### HouseTab, LLC - iOS Engineer (Full-time)

[12/2014 to 06/2015]

- Led mobile development of a consumer facing iPhone application that combines social networking and mobile payments from scratch using best practices in asynchronous networking and rich animations to create a clean, responsive user interface.
- Maintained and updated the business iPad application to allow dynamic video advertisement content.
- <http://myhousetab.com>

### Independent Contractor - iOS Engineer

[05/2014 to 12/2014]

- Worked on various small projects from online staffing platforms/classifieds. Projects involved debugging and updating methods to support iOS 7/iOS 8, implementing OAuth authentication, refactoring views to use Auto Layout constraints, and adding payment via Stripe.

### TurnToTech - Mobile Development Intern

[01/2014 to 05/2014]

- Created various native iOS proof of concept applications that send push notifications based on geofencing, store/retrieve/play audio and video from Amazon S3.
- <http://turntototech.io/>

### NordInvasion - Full Stack Developer

[01/2012 to 12/2013]

- High level scripting for a multiplayer game modification using a Python based module system. PHP/MySQL backend for persistent character data.
- <https://nordinvasion.com>

## ○ Education

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### Stony Brook University

B.S. Biology, specialization in Ecology and Evolution, 2012