



Brandon Fong

I am an iOS developer who loves building beautiful apps that solve complex problems. I have designed, developed and shipped a personal project that was ranked in top 200 under Food & Drink in the App Store using Swift 5.



iOS Developer
Greater NYC Area
bfongbfong@gmail.com
[Portfolio](#)

Work Experience

Origin Enterprises, iOS Engineer - Jan 2020 ~ Present

- Was the sole iOS developer doing bug fixes, optimizations, and new features for 3 iOS apps, one of which has over 600k monthly active users and over a million downloads.
- Developed caching system to optimize most crucial data fetching algorithm, cutting execution time by 50% and solving long-standing company issue, cutting customer complaint emails by over 60%.
- Built horoscope app with complicated UI (involving stars and planets) from start to finish, within 3 months, utilizing best practices for architecture, readability, modularity, and scalability.

Gesture, Software Engineer Intern - Frontend (iOS), Nov 2019 ~ January 2020

- Played a key role in designing, developing, and fixing bugs in the courier app's 2.0
- Ensured clean, documented code, conforming to Google's Swift style guide
- Developed unit tests with XCTest & XCUITest

Fiesta to Go, Contract Mobile Developer, Jan 2019 ~ Mar 2019

- Deployed 8 WebView apps in both the Apple App Store and Google Play Store.

Education

Noble Desktop, iOS Certificate, iOS Bootcamp, 2019

- Built note-taking app using Google FireBase.
- Developed cloud-based, photo sharing app using AWS.

Udemy, Data Structures & Algorithms in Java, 2019

Rutgers University, New Brunswick, Bachelor of Arts (BA), 2014 ~ 2018

Skills

iOS Development

- Swift
- Basic Objective-C
- RxSwift
- Realm
- Firebase
- UI/UX standards
- Git & GitHub

Cross-Plat & Web

- Node.js
- Javascript ES6
- Express
- MongoDB
- Bootstrap
- MongoDB
- Java
- RESTful API

Human Languages

- Mandarin - Conversational Spoken
- Spanish - Intermediate
- Korean - Basic