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## TECHNICAL PROJECTS:

### Neverlate iOS App (<https://itunes.apple.com/us/app/neverlate1/id1139518895?mt=8>)

- Location-based self-improvement app that uses monetary consequence to keep users accountable and includes lateness tracking to record improvement
- Worked on core Geofencing feature that accurately tracked user's lateness
- Architected the progress-tracking screen which allowed users to see their lateness history
- Collaborated with 2 engineers over 2 months and successfully released on the App Store
- Presented and demoed at Google NYC and NY Tech Meetup in front of 700+ members
- Designed UI in Sketch and implemented them using Interface Builder and custom nibs

### Coffee Mapper iOS App (<https://itunes.apple.com/us/app/coffee-mapper/id1121456605?mt=8>)

- Social platform for coffee lovers that makes it easy to share and experience coffee
- Independently ideated, coded, and successfully delivered a 1.0 release on strict deadline
- Integrated Realm and Firebase for local persistence and backend, and used the Foursquare API to query coffee shops
- Analyzed onboarding best practices to develop an intuitive account creation process
- Designed the UI in Sketch, and implemented wireframes using Interface Builder, custom nibs, and programmatic Auto Layout

### Interview Flash Cards iOS App (<https://github.com/charleshkang/InterviewFlashCards>)

- Open-source interview preparation app that lets users cycle through topics including iOS trivia, data structures, and algorithms
- Successfully migrate the entire codebase from Objective-C to Swift 3, maintaining and refactoring code as necessary
- Collaboratively work with 2 other developers using Git branches, pull requests, issue tracking, test-driven development, and code reviews to commit clean code
- Use Sketch to rapidly prototype a successful UI overhaul for a future 2.0 release

## EXPERIENCE:

### Coalition For Queens

New York, NY

June 2015 – February 2016

#### iOS Fellow

- Received a full scholarship and graduated from a highly competitive career-training program, with 5% acceptance rate out of 580+ applicants
- Completed an intensive 9-month training program in iOS development including Objective-C, Swift, Git, Data Structures, Algorithms, JSON, API's, tech principles and culture. The projects helped hone skills including teamwork, code reviewing, pair programming, and sprint planning

## SKILLS:

**Languages:** Objective-C, Swift, HTML, CSS

**Technologies:** Xcode, Cocoa Touch, Git, GitHub, CocoaPods, REST API's, MapKit, Core Location, Interface Builder, Auto Layout, Sketch, UX & UI Design

## EDUCATION:

### The Culinary Institute of America

Hyde Park, NY

June 2013 – August 2014

AOS in Culinary Arts