# HUNG TRUONG

electronic mail
portfolio
linkedin

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#### languages (programming)

Swift, Objective-C, C, HTML, Javascript, CSS, PHP, Python, Ruby

#### cocoa frameworks/tools used

Xcode, Auto Layout, Core Data, Core Location, Core Graphics, Core Animation, Core Motion, UIAccessibility, MapKit, StoreKit, XCTest, KIF, ReactiveCocoa, MVC, MVVM, WatchKit, iMessage, AFNetworking

#### languages (spoken)

English, Vietnamese, Japanese

#### awards and honors

Twilio DOer of the Month, June 2013 @WeatherAPI & Twilio Developer Contest 1st Place

Spring 2011 UM Mobile Apps Challenge Runner Up

Fall 2010 UM Mobile Apps Challenge 1st Runner Up

MLA Midwest Chapter's Jean Sayre Innovation Award

- Facebook Programming Environment Contest 1st Place
- Yahoo HackU 2009

Honorable Mention

#### interests

trumpet, jazz, video games, anime, manga

I am a seasoned iOS developer with 9+ years of experience shipping products to the App Store. I have designed and implemented complete iOS apps requiring client and backend code, and the APIs that tie them together. My passion is building things that people want.

# Work Experience

## LYFT - IOS ENGINEER, FEB 2018 - PRESENT

On the Driver Loyalty and Modes teams, I am improving the experience for Lyft's driver community. I work with product managers and backend engineers to develop features that will improve retention and satisfaction. I ensure that the features my teams are working on integrate smoothly with the rest of the organization's many projects on iOS.

## STARBUCKS COFFEE COMPANY - SR. IOS DEVELOPER, JAN 2016 - FEB 2018

My responsibilities included improving and developing new features in the Starbucks iOS app for the US, UK and Canadian markets.

- Developed the Starbucks Apple Watch app, featuring Apple Pay reloads and payment barcode scanning.
- Prototyped and developed the Starbucks iMessage app extension for gifting on iOS.
- · Implemented Touch ID functionality to reduce friction and increase gift card reloads.
- · Created and contributed to an internal framework for standardizing custom UI elements.

#### FARMLOGS - LEAD IOS DEVELOPER, DEC 2013 - JAN 2016

As Lead iOS Developer I planned, implemented and shipped core features to the FarmLogs app. I helped grow the team from 10 to more than 50 and grow our user base from 5% of row crop farms in the U.S. to 25%.

- Introduced dependency management, unit testing and continuous integration to a large legacy codebase.
- Created the first version of Automatic Activity Recording, using background location to enable users to track the work on their fields.
- Developed the Crop Health Imagery and Crop Health Alert features, giving users a bird's eye view of their crop's status from their phone.

#### NEWFOUNDRY - IOS DEVELOPER, FEB 2013 - OCT 2013

I worked with clients to develop high quality iOS apps using a combination of native and custom controls to strike a balance between the tried and true Apple interface guidelines and cutting edge user interactions. I integrated apps with various external services, frameworks and REST APIs.

## CANOPY INNOVATIONS - IOS DEVELOPER, APRIL 2012 - FEB 2013

I implemented several prototypes for medical iOS apps, including a medical translator application that took advantage of Google translation and voice APIs.

## THREADLESS - TECH AWESOME DUDE, OCT 2011 - APRIL 2012

I integrated the Threadless eCommerce site with various external APIs, including Facebook's platform. I helped customers share their Threadless experience through various social media and social networking sites. I also modeled t-shirts on occasion.

# Education

# UNIVERSITY OF MICHIGAN, ANN ARBOR MI

MASTER OF SCIENCE IN INFORMATION (MAY 2009) OVERALL GPA = 7.071/9 (> A- AVERAGE) Specialization in Social Computing. Completed coursework includes Networks: Theory and Application, Contextual Inquiry and Project Management, Entrepreneurship in the Information Industry, Electronic Commerce, Evaluation of Systems and Services, Recommender & Reputation Systems.

### UNIVERSITY OF NEW MEXICO, ALBUQUERQUE NM

B.S. IN COMPUTER SCIENCE, MINOR IN JAPANESE (DECEMBER 2006) OVERALL GPA: 3.42 Completed coursework includes Design of Large Programs in Java, Database Management, Software Engineering.