

Cong Le
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Professional Profile

Over 5 years of IT experience with 4 years of experience in design and development of customer-facing mobile apps supporting high-volume traffic in iOS working in XCode and coding in SwiftUI, Swift 5, and Objective-C.

Professional Summary

- ✔ Experience with Swift, Objective-C, XCode, support multiple iOS versions, debugging tools, memory management, multi-threading techniques, UI design.
- ✔ Integrated with Facebook, Twitter, Instagram, and various other social media APIs via third-party SDKs and RESTful calls.
- ✔ Solid understanding of the full mobile development life cycle and continuous integration.
- ✔ Adept at integrating various native and 3rd-party frameworks such as CoreLocation, MapKit, CoreData, Google APIs, Social Framework, CoreAnimation, AVFoundation, UIKit, CloudKit.
- ✔ Experienced with Agile SCRUM methodologies such as Sprints, SCRUMs.
- ✔ Ensures clean, stable code through Test-Driven Environment (TDD) and unit tests using the XCTest framework.
- ✔ Utilized MVVM architecture to help keep codebase organized and keep classes decoupled.
- ✔ Built Rich User Interface applications, integrating with various Databases and Client - Server applications in iPhone/iPad.
- ✔ Application development using Objective-C, Swift, CocoaPods Touch, and UIKit.
- ✔ Constructed and implemented UI designs using Storyboards with AutoLayout constraints, XIB files, and programmatically following Apple's iOS Human Interface Guidelines.
- ✔ Strong knowledge in implementing core Frameworks like CoreLocation, MapKit, UIKit, and EventKit Frameworks.
- ✔ Familiar with implementations using AVFoundation for playing/streaming content.
- ✔ Strong at using the third-party frameworks effectively.

BACKGROUND

EDUCATION/TRAINING

Bachelor's Degree in
Computer Science

California State University,
Fullerton

EXPERIENCE

iOS Mobile Apps – 3

Objective-C – 2 years

- ✓ Highly-experienced with design patterns such as MVC, MVVM, Delegation, Singleton, Categories, Notification, KVC, KVO, Blocks.
- ✓ Experienced persisting data device-side using Core Data, SQLite, and GraphQL.
- ✓ Experience integrating with multiple RESTful web services, parsing JSON responses, and parsing GraphQL responses.

Technical Skills

Programming Languages	Swift UI, Swift 5, Objective-C, HTML/CSS,C++, R, JavaScript.
Databases	Storing persistent data: Core Data, User Defaults, Keychain, File Manager. Cloud Storage: Firebase BaaS, GraphQL data layer
Frameworks	RxSwift, RxCocoa, Various Rx frameworks, CocoaTouch, CocoaPods, CoreLocation, CoreBluetooth, Foundation, UIKit, MapKit, XCTest, Social Networking APIs(Facebook, YouTube, Instagram, etc.), CloudKit, Contacts
Web Services	RESTful, JSON, XML, GraphQL. Native classes supporting parsing network responses are: NSPredicate, JSONSerialization, NSXMLParser.
IDEs	Xcode
Testing Practice	Test-Driven Development (TDD), Unit Testing, XCTest(framework), Automated Testing, Integration Testing, Acceptance Testing, Jenkins CI/CD, TestFlight
Libraries	AFNetworking, Reachability, Alamofire, JSONSerialization, NSXMLSerialization, Apple Push Notification (APNS), UserDefaults, NotificationCenter, OperationQueue, MessageUI
Dependency Injection	Setter, Interface, Constructor, SwiftInject
Threading	GCD (Grand Central Dispatch), NSOperations
Versioning Tools	GitHub, SourceTree
Methodologies	Agile, TDD, SCRUM, Blocks, Continuous Integration
Project Tools	JIRA, Confluence, Kanban, Basecamp, Slack
Architecture	MVC, MVP, MVVM, MVVM+C, and Complex Patterns
Design Patterns	Singleton, Delegation, Notification Observer, and more
UI/UX	Storyboards, AutoLayout, Xib, Interface Builder, UIKit, CALayers, UIView, Views and View Controllers,Sketch, Programmatic UI Implementation,
Tools	Instruments – Allocations, Leaks, Zombies, LLDB, CocoaPods, Carthage, Figma

Professional Experience

Senior iOS Mobile Developer

August 2021 – Present

Ally

Charlotte, NC

Ally Mobile: Bank & Invest – <https://apps.apple.com/us/app/ally-mobile-bank-invest/id514374715>

- ✔ Developed using Swift 5 and XCode 11 with Git and GitBucket for code repository and source version control.
- ✔ Worked as part of a small development team and provided front-end and back-end (full-stack) services.
- ✔ Consumed RESTful web services with Alamofire for network communications.
- ✔ Performed JSON serialization using Codable after consuming RESTful endpoints.
- ✔ Implemented many features like, MVVM design architecture, asynchronous programming with RxSwift and Core Data as a data helper.
- ✔ Knowledge of creating and customizing multi-view applications using Views, Table Views, Tab Bars, and Navigation Bars.
- ✔ Offered several design elements that added great value to the application and improved the UX.
- ✔ Understanding and utilizing the UML (Unified Modeling Language) to build UX/UI.
- ✔ Implemented search and refine search functionality and tightly-bound data to the view using RxSwift.
- ✔ Segregated API-Handler classes based on the workflows, login services, user profile, search items, categories and coupons.
- ✔ Knowledge of developing universal iOS applications and experience in tuning the applications to fix memory leaks and optimize memory allocation using Xcode developer tool instruments.
- ✔ Worked on a team of 5 developers in an Agile SCRUM environment, mentoring 3 junior developers (in addition to my regular 5) in pair programming sessions to introduce them to the code base.
- ✔ Ensured quality with Test-Driven Development (TDD) methodology, and continuous integration and testing.
- ✔ Continuously provide input to project management activities throughout the project life cycle, influencing scope, risk plan, project plan, issues and status.
- ✔ Mentored junior developers and monitored unit tests created for use with XCTest.

iOS Mobile Developer

August 2020 – August 2021

Intuit - QuickBooks Payments

Mountain View, CA

Money By QuickBooks App: <https://apps.apple.com/us/app/money-by-quickbooks/id1517712685>

- ✔ Build funding account flow which will show all the bank accounts connected to the user's Money app: Observing the statuses (active, verified, pending, etc.) of each bank account from server API and update the funding table view accordingly; implementing Snackbar View to display the status of adding/deleting bank accounts.

- ✔ Improved production time and performance of the application by designing and building custom model, collection, and view classes.
- ✔ Implemented Apple's Push Notifications Service for sending weekly promotional advertisements.
- ✔ Worked on geolocation services and map services to locate nearby ATMs using MapKit and CoreLocation.
- ✔ Build Onboarding/FTU scene for BillPay module using required Figma design and functionalities.
- ✔ Implement GraphQL data layer to the iOS client app, then transfer those user's data from the client app to the web widget.
- ✔ Build Decline scene and generic error scenes based on error code received from Melio's server.
- ✔ Open a native mail app when a user clicks on the support email link on the Decline Scene.
- ✔ Implement analytic events.
- ✔ Implement performance tracking.
- ✔ Integrate Kochava SDK
- ✔ Pass key UI events needed for marketing analytics and optimization to Kochava
- ✔ Integrate Firebase Analytics SDK (needed in conjunction with Kochava for some channels)
- ✔ Pass key server-side events needed for marketing analytics. And optimization to Kochava and Firebase.
- ✔ Implemented additional custom behavior in maps by leveraging MapKit framework.
- ✔ Used Instruments to monitor performance leaks, memory optimizations, and battery.
- ✔ Implemented Delegation one-to-one Communication and Notification/Observer One-to-many communication pattern to connect different view controllers and build custom view controllers.
- ✔ Designed and integrated applications for different devices using Auto Layout for graceful orientation-handling and dynamically-sized views to support for various iPhone and iPad devices.
- ✔ Performed JSON serialization using Codable after consuming RESTful endpoints.
- ✔ Used Apollo Client which represents the abstraction for the GraphQL client that will be used to execute queries and read the responses back.
- ✔ Connection to web service was achieved using URLSessionDataTask .
- ✔ Used GCD (Grand Central Dispatch) for asynchronously downloading and presenting images without interrupting the user experience.
- ✔ Fixed bugs when found by QA and documented in JIRA.
- ✔ Searched and reported bugs and defects to QA and Product team during downtime.
- ✔ Used DispatchQueue to multithread tasks and load times for fluid app flow.
- ✔ Cached user login data using Keychain for biometrics, passwords, and security questions.
- ✔ Implemented search and refine search functionality and tightly-bound data to the view using RxSwift.
- ✔ Developed using Swift 5 and Xcode 11 with Git for code repository and source version control.

- ✔ Used Git for version control to help manage multiple development branches.
- ✔ Used Jenkins to perform continuous integration testing.
- ✔ Worked in an Agile-based team environment. Involved in doing Agile practices, attending daily (SCRUM) meetings and SPRINT retrospective meetings.
- ✔ Provided feedback in sprint retro meetings with suggestions for more fluid communication between front side, back end, and product/QA teams.
- ✔ Continuously provide input to project management activities throughout the project life cycle, influencing scope, risk plan, project plan, issues and status.
- ✔ Worked with junior developers to help complete tasks and learn architecture.
- ✔ Mentored junior developers and monitored unit tests created for use with XCTest.

iOS Mobile Developer

April 2019 – August 2020

Costco

Issaquah, WA

Costco app – <https://apps.apple.com/us/app/costco/id535509415>

- ✔ Developed using Swift 5 and XCode 11 with Git for code repository and source version control.
- ✔ Worked as part of a small development team and provided front-end and back-end (full-stack) services.
- ✔ Consumed RESTful web services with Alamofire for network communications.
- ✔ Performed JSON serialization using Codable after consuming RESTful endpoints.
- ✔ Implemented many features like, MVVM design architecture, asynchronous programming with RxSwift and Core Data as a data helper.
- ✔ Knowledge of creating and customizing multi-view applications using Views, Table Views, Tab Bars, and Navigation Bars.
- ✔ Offered several design elements that added great value to the application and improved the UX.
- ✔ Understanding and utilizing the UML (Unified Modeling Language) to build UX/UI.
- ✔ Implemented search and refine search functionality and tightly-bound data to the view using RxSwift.
- ✔ Segregated API-Handler classes based on the workflows, login services, user profile, search items, categories and coupons.
- ✔ Knowledge of developing universal iOS applications and experience in tuning the applications to fix memory leaks and optimize memory allocation using Xcode developer tool instruments.
- ✔ Worked on a team of 5 developers in an Agile SCRUM environment, mentoring 3 junior developers (in addition to my regular 5) in pair programming sessions to introduce them to the code base.
- ✔ Ensured quality with Test-Driven Development (TDD) methodology, and continuous integration and testing.
- ✔ Continuously provide input to project management activities throughout the project life cycle, influencing scope, risk plan, project plan, issues and status.

- ✔ Mentored junior developers and monitored unit tests created for use with XCTest.

Past Experience

Indie iOS Mobile Developer

February 2017- April 2019

KDHLtv: <https://apps.apple.com/us/app/kdhlvtv/id1477697165> **(I sold this app to the current owner)**

- * Watching Full HD live-stream TV in real-time with ultra-low latency (only 3 seconds) without any interruptions.
- * Listening to crystal clear radio from our network and be able to use other applications at the same time.
- * Using the current location of a customer and navigating him/her to one of the nearest physical stores of KDHL.
- * Received notifications whenever our hosts are doing a live stream.
- * Received messages that announcing new promotions or new product models from our company.
- ✔ UI implemented using XIB files and programmatic means; constraints created via interface builder and with programmatic helper methods as well.
- ✔ Custom UI designed and built with use of wireframes from UX team.
- ✔ Developing features, contributing to media systems design, analyzing performance, and tuning algorithms for streaming media playback on Apple and 3rd party devices (web apps, Samsung smart TV, Google Chrome-cast, etc).
- ✔ Designing and implementing customizable UX/UI to display movies, TV show episodes, etc using UIKit, UICollectionView.
- ✔ Having a good knowledge of Developing apps using various iOS design patterns (MVC, MVVM) to update changes and information for TV shows and movies.
- ✔ Created Video applications using the Media Player Framework.
- ✔ Experience in Cocoa dependency manager CocoaPods and using third-party Swift libraries and frameworks to develop customizable audio/video players for iOS.
- ✔ Knowledge of audio/video codecs and transport/container formats (e.g., H.264/AVC, HEVC, AAC, Dolby Digital, ATMOS, MP4, TS, etc).
- ✔ Using knowledge of media streaming protocols (HTTP Live Streaming-HLS, DASH, RTMP, RTSP, etc) to implement into iOS app to deliver full-HD livestream TV with ultra low latency without any interruptions.
- ✔ Utilizing Core Data for store user favorite movies and preferable TV shows.
- ✔ Using CocoaPods to implement Firebase libraries as the backend for the app, which helps in retrieving realtime active users for business insights.
- ✔ Consumed RESTful web services with Alamofire for network communications.
- ✔ Performed JSON serialization using Codable after consuming RESTful endpoints.
- ✔ Implemented many features like, MVVM design architecture, asynchronous programming with RxSwift and Core Data as a data helper.

- ✔ Knowledge of creating and customizing multi-view applications using Views, Table Views, Tab Bars, and Navigation Bars.
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 - ✔ Ensured quality with Test-Driven Development (TDD) methodology, and continuous integration and testing.
 - ✔ Google Analytics was used to provide insights by tracking user behavior.
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Education

California State University of Fullerton, USA

BACHELOR OF SCIENCE IN COMPUTER SCIENCE & ENGINEERING