Bonsung Koo, Software Engineer

Wellington, Aotearoa New Zealand.

Mobile: 021 242 0820   Email: developer@bonsung.me   Portfolio

Highlights of Strengths

- Proven experience in iOS native development using Swift with Apple's standard frameworks, including SwiftUI, and numerous third-party frameworks and libraries.
- Specialist in software architectures, including Clean Architecture and MVVM.
- Experienced in team-based work utilising agile and Scrum methodologies.
- Proficient with Jira and Confluence for communication and project management.
- Demonstrated strong communication skills and respect in collaborative environments.
- Committed to driving functional expansion and boosting company profit growth.

Work Experience

Shopl and Company | Seoul, South Korea   Senior iOS Engineer
August 2021 - June 2024

- App: Shopl
- Developed the iOS application for streamlined team and task management, serving over 300,000 employees and 60,000 workplaces in more than 15 countries.
- Refactored a complex codebase, enhancing maintainability and sustainability without compromising application stability, leading to a reduction in bugs and easier feature integration.
- Implemented a modular architecture for scalability, productivity and testability using Tuist and Swift Package Manager, reducing build times by 50% and improving code reuse.
- Automated the entire release cycle using cloud CI/CD tools like Github Action and fastlane, which streamlined deployment processes and reduced release times.
- Collaborated with stakeholders and project managers to define feature specifications, resulting in high-quality iOS application with excellent user experiences.
- Worked with engineers to establish best practices in iOS development, implementing coding standards that improved code quality and team efficiency.

PJ FACTORY | Seoul, South Korea   **Intermediate iOS Engineer** (October 2018 - June 2021)
October 2016 - June 2021   **Junior iOS Engineer** (October 2016 - September 2018)

- App: Detail (Only for the US store)
- Developed the iOS application for creating new image format.
- Implemented functional and reactive programming techniques in Swift, enhancing code maintainability and application responsiveness.
- Applied MVC, MVVM design patterns to develop clean and scalable codebases, improving development efficiency.
- Managed the complete iOS application lifecycle, successfully handling App Store submissions and reviews to ensure timely releases.
- Utilised Git and Github for version control, facilitating efficient team collaboration and maintaining project integrity.
- Designed and implemented user interfaces, using UIKit and AutoLayout, adhering to Apple Human Interface Guidelines for an optimal user experience.
- Contributed to developing reference software (Detail) for the DTL image format (JPEG Systems Part 7: JLINK).

Education

Jul 2024 ~ Oct 2025	Whitireia and WelTec, New Zealand	Master of Information Technology
Mar 2006 - Feb 2015	University of Suwon, South Korea	BE (Computer Science)

Referees

Referees available on request.