

SIDWYN KOH

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OVERVIEW

Design-driven programmer with vast technical and business experience in the field of startups.

Proficient in iOS development – helped build iPhone apps for high-growth startups, such as Roomorama, Parse, Chumby and Seismic.

Started and sold revenue-generating businesses which taught students how to build mobile apps.

EDUCATION & SKILLS

University of California, Berkeley

B.A. Computer Science, Class of 2015

Mobile / Web

Objective-C, Swift, Rails, HTML, CSS, JS, Java

Languages

English, Mandarin, Cantonese, Taiwanese, Japanese

EXPERIENCE

GoFundMe – iOS Engineer, 2015 - Present

Developing an iOS application to help streamline fundraising efforts for donors and campaign organizers.

Coursera – Software Engineering Intern, Summer 2015

Worked on the Content team to deliver a better experience for instructors on the platform.

- Designed and developed an email announcements tool that allows instructors to send out marketing and promotional material to their students. Millions of emails are sent to students using this tool every week.
- Worked with the Apache Kafka messaging system in Scala.

The Pragmatic Lab – CEO & Founder, 2011 - 2015

Taught students with no technical background in Singapore how to build iOS, Android and Web applications in three days. The company was acquired in 2015.

- Hired 16 trainers to cater to the increasing needs of the iOS, Android, and Web programming languages.
- Set up a training centre in the heart of Singapore.
- Its online incarnation, Dive Into iOS, with a similar curriculum, reached over five thousand students worldwide through online videos.
- Featured in multiple newspapers and publications, including the Business Times Singapore – Starting Young.

Roomorama, Seismic, Chumby – iOS Developer, 2009 - 2013

Worked for venture-backed San Franciscan startups Roomorama, Seismic and Chumby.

- Lead iOS Developer at **Roomorama**. Helped customers navigate, browse and book apartments via an iPhone app. Crafted intuitive user interfaces which interacted with a Rails backend.
- iOS Developer at **Seismic**. Aided millions of users navigate a social networking app. Mastered revision control systems, crafted frameworks, and improved overall speed and stability of the app.
- iOS Developer at **Chumby**. Dealt with TCP/UDP networking, multicast, and interacting with the Chumby TV set-up box.

Definition, Stacker, Xmas iCards, NUS High – iOS Developer, 2009 - 2013

Pursued personal pet projects, of which one was featured on the Apple App Store.

- Developed **Definition** a personal one-page dictionary that was quick and easy to use. Over 7 million words searched were searched by 100,000+ users. Built upon Princeton's dictionary, users can find a word instantaneously. The app was featured by Apple on the App Store in 2013. (<http://definitionapp.com>)
- Built **Stacker**, a block-stacking fun-filled game modeled after a popular arcade machine. Developed using the Core Graphics and Core Animation frameworks. (<http://stackerapp.com>)
- Created **Xmas iCards**, which allows users to easily build greeting cards and send them to family and friends.
- Made the **NUS High** app, which helps students easily access the school's staff directory. Additionally, it effortlessly connects to nearby Wi-Fi networks. (<http://bit.ly/xmasicards>, <http://bit.ly/nhsapp>)

Parse – Tutorial Writer, 2012

Crafted quick-start tutorials that helped users get acquainted with the Parse platform.

- Utilized frameworks such as Security, Grand Central Dispatch and CFNetwork.
- Parse was acquired by Facebook in 2012.