Vui Nguyen ("vooey nwen")

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sunfishempire.com | Greater Denver area, CO

PROFILE
Senior Software Engineer and Technical Leader with 20+ years experience delivering software across multiple technology stacks including: mobile, web, full-stack, enterprise, and embedded systems/ Internet of Things. Values agile, incremental development, architecture, testing, diversity, and collaboration. Leads and trains developers on good software development practices and solutions discovered at work. Technical speaker. Women Who Code 2023 List of 100 Technologists to Watch.

EXPERIENCE
Women Who Code Mobile, Technical Lead | Leadership Fellow   **2020-2024**
- Technical Lead: 2020 - 2023. Promoted to Leadership Fellow in August 2023
- As Leadership Fellow, I led a fully remote, global team of 20+ active volunteers in organizing and running 3 virtual technical events / month and multi-month projects for the Women Who Code Mobile (WWCode Mobile) community
- Led two volunteer teams of 3-4 maintainers per team, in launching two mobile open source community projects, one for Android and one for iOS. I was the architect and project lead for the mobile apps, guiding the maintainers on the app idea, wireframes, and project scope, ensuring feature parity of the Task Tracker app on both platforms, and delivered the MVP demo within 2 months of development time
- Open Source Repo: https://github.com/vuinguyen/WWCodeMobile/tree/main/coding-projects
- Android wrap up event, iOS wrap up event
- Delivering talk based on open source projects at SwiftCraftUK on May 23, 2024
- As Technical Lead, developed and led technical events for the Women Who Code Mobile community, including: speaking at tech events and conferences, and teaching workshops on open source contribution and technical speaking

Atomic Robot, Senior iOS Consultant   **March-Nov 2022**
- Lead developer on an iOS app for an IoT device (client: Proctor and Gamble)
- Developed new features and fixed bugs using Swift
- Developed SwiftUI design system for project fonts and colors, as a local Swift Package (SDK). System gave client the ability to apply and scale the client's brand and theming consistently across multiple company iOS apps
- Created and delivered a talk based on my SwiftUI design system at multiple conferences such as Deep Dish Swift and Women Who Code Dev Summit, to help other developers tackling similar problems
- Integrated SwiftUI into legacy UIKit codebase incrementally, modernizing the codebase
- Gave talks on hybrid UI (SwiftUI and UIKit) app development. Resulted in Atomic Robot team members, on other client projects, integrating SwiftUI into their clients' legacy UIKit projects
- Managed and released TestFlight builds to beta users

Jack Henry & Associates, Senior iOS Mobile Engineer | Technical Lead   **2020-March 2022**
- Supported development of the Banno platform, a white label banking app, used by over 300 US community banks and credit unions. See contribution count: https://github.com/VuiAtBanno
- Successfully led the delivery of multiple projects, integrating new features and resolving bugs on a large codebase with 1+ million lines of code, 14+ unit tests, and with over 5 million active users, using Swift and Objective-C
- Worked closely with designers, product owners, project managers, and collaborated with Android and front-end web teams to ensure feature parity, and with services teams to integrate data
- As iOS lead, trained team members on adopting better practices such as: feature flags, Swift class extensions to convert Objective-C code to Swift, and the Proxyman networking tool. Resulted in scaling the codebase with new features and modern code without adding significant risk, and release of stable code while meeting project deadlines
- Wrote and maintained unit tests

- Performed rotating overnight "firefighter" duty to troubleshoot customer service issues with the product and triage into appropriate product teams
- Trained and onboarded new engineers

SimplyE | Minitex, iOS Mobile Engineer   **2017-2019**
- Supported development of SimplyE, an ebook reader app, used by patrons from over a hundred public libraries across the Unites States, through the University of Minnesota Minitex organization
- Fixed bugs and developed new features using Swift and Objective-C
- Major features implemented:
  - PDF book rendering, including last page read, bookmarks, & annotations. Implemented as a Carthage module, wrapped around 3rd party library, PSPDFKit. PDF format is new to SimplyE, which was formerly an EPUB-only app
  - push notifications when patron's book reservations become available
  - bookmarks for the EPUB book format in SimplyE
- Performed test driven development (TDD) and ensured code correctness using XCTest, Xcode's automated UI and unit testing framework
- Open source code repository: https://github.com/NYPL-Simplified/Simplified-iOS

Sunfish Empire LLC | infoGuide Apps, Freelance Software Developer   **2010 – 2016**
- Built cross-platform mobile apps (Android and iOS) for clients using Titanium, a JavaScript-based mobile programming language that compiles into native code
- Evangelized & taught Titanium as a Titan (Titanium evangelist), giving talks on Titanium at local meetups and running my own technical meetup
- Developed and released the "Classic GTO Guide" and the "Early Mustang Guide", field guide apps to classic Pontiac GTOs and early Ford Mustangs, to iTunes & Android stores
- Apps' features included: camera, in-app data persistence, and integrating cloud/server data
- Screenshots of former app store pages: https://sunfishempire.wordpress.com/portfolio/
- Demo video: http://bit.ly/infoGuideDemo

PRIOR EXPERIENCE
Lockheed Martin | Raytheon, Software Engineer
- Successfully developed and delivered software for multiple classified projects in the C++ and Java programming languages
- Built desktop, enterprise, and web applications
- Built a strong foundation for long-term technology career by applying advanced programming concepts, best practices, and software architecture to projects

SKILLS SUMMARY
Software Engineering: Java, C/C++, SQLite, SQL, JSON, REST, embedded programming, Agile methodologies, TDD, Object-Oriented Design

Mobile: SwiftUI, UIKit, Swift, Objective-C, Xcode, iOS mobile development, iOS architecture patterns (MVC, MVVM), Swift Packages, CocoaPods and Carthage framework integration, XCTest unit tests, Core Data, iOS memory management, multi-threading

Web: JavaScript, NodeJS, ExpressJS, jQuery, HTML/CSS, Socket.IO, PHP

Soft Skills: lead/train/mentor team members, quickly learn new technologies, technical written and verbal communication, thrives in collaborative, team based environment

EDUCATION / CERTIFICATIONS / HONORS
- M.S. Computer Science, University of Denver
- B.S. Computer Science, Colorado School of Mines
- Udacity iOS Nanodegree program
- Certified Java Programmer
- Intel Software Innovator