

# YOSHIKUNI KATO

Software Engineer



Professional software engineer with 8+ years of work experience. Focused on iOS app development in the last 6 years and developed more than 10 apps for various clients. Open to learn and work on other platforms as well. Passionate about beautiful UI, clean code, functional programming, and effective team collaboration. Based in Europe since 2019, originally from Japan.

## CONTACT

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## EDUCATION

### Master of Interdisciplinary Information Studies

The University of Tokyo  
2011 - 2013

### Bachelor of Information and Communication Engineering

The University of Tokyo  
2007 - 2011

## SKILLS

### // iOS & Engineering

Swift  
UIKit / CoreAnimation / SwiftUI  
Rich UI implementation  
ReactiveSwift / RxSwift  
Functional Programming  
App Architecture Patterns  
Firebase / Firestore  
Pair-Programming / Scrum

### // Languages

English - Proficient  
Japanese - Native

## WORK EXPERIENCE

### Freelance Software Engineer | Amsterdam, the Netherlands | 2021 -

- Developing iOS apps for clients by utilizing Swift and Firebase
- Exploring new technical areas including Rust, Haskell, and JavaScript ecosystem

### STRV | iOS Developer | Prague, the Czech Republic | 2019 - 2020

- Developed 3 apps from the ground up for clients by utilizing various frameworks including CoreBluetooth, Firebase, Firestore, GraphQL (Apollo), Mapbox, Swinject, ReactiveSwift, and RxSwift
- Introduced pair-programming and scrum-style retrospective to a team and supported other developers by teaching RxSwift and functional programming
- Collaborated proficiently with international colleagues and US-based clients in English

### Pangea | iOS App Engineer | Tokyo, Japan | 2017 - 2019

- Refactored legacy codebase of “Pangea” social networking app
- Designed app architecture and implemented “Pangea2” (renewed social networking app) by utilizing RxSwift, Firestore, and writing Cloud Functions in TypeScript

### Ohako, Inc. | iOS App Engineer | Tokyo, Japan | 2015 - 2017

- Developed 5 apps for clients including 2 iPad apps by utilizing several architecture patterns including MVC, MVP, and MVVM-C with ReactiveSwift
- Introduced pair-programming, test-driven development, and scrum flow
- Conducted many educational sessions for developers to improve product quality and team collaboration

### Yahoo! JAPAN | Software Engineer | Tokyo, Japan | 2013 - 2015

- Developed iOS app “myThings”: an app to coordinate IoT devices
- Proposed new business ideas using Lean Startup method
- Developed REST APIs as a backend engineer for “clooshe”: a C2C e-commerce app, using PHP, Node.js, and MySQL