

YOSHIKUNI KATO

Software Engineer



Professional software engineer with 10+ years of work experience. Focused on iOS app development and developed more than 10 apps for various clients. Working on other platforms as well in recent years. 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 - Senior level

Swift
UIKit / CoreAnimation / SwiftUI
Rich UI implementation
ReactiveSwift / RxSwift / TCA
Firebase / Firestore

// Others

TypeScript / Python / Elm
Functional Programming
Pair-Programming / Scrum

// Languages

English - Proficient
Japanese - Native
Dutch - Beginner

WORK EXPERIENCE

Freelance Software Engineer | Amsterdam, the Netherlands | 2021 -

- Developing iOS apps for clients utilizing Swift and Firebase
- Developing web backend and internal system using Python and TypeScript
- Exploring new technical areas including functional programming (Elm, Haskell), system programming, 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 (Converted some Objective-C code to Swift)
- Designed app architecture and implemented "Pangea2" (social networking app) from the ground up
- Collaborated with international colleagues in English

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

- Developed 5 apps for clients including 2 iPad apps
- Introduced pair-programming, test-driven development, and scrum
- 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