



Tien Chang Chiang (Charles)

Senior iOS & macOS Engineer

Open to Relocation (New Zealand / Remote)

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Professional summary

Senior iOS developer with **7+ years** of experience building scalable, modularized, and secure applications for high-traffic platforms. Specialist in **SwiftUI**, **MVVM-C** and **Swift Package Manager**. Consistent track record of CI/CD pipelines sustaining **<0.1% crash rates** across 100k+ active users. Experienced in **mentoring engineers** and driving architectural decisions. Actively integrates AI-assisted tooling (Cursor, Antigravity, Claude Code) to accelerate delivery without compromising quality.

Work history

Dec 2021 – Current
Tokyo, Japan (Remote)

Genesis Healthcare Co., Ltd.

iOS Developer

- **Security & Authentication:** Handled highly sensitive medical records. Ensured robust encryption for data storage, secure network transmission, and strict user authentication flows to prevent unauthorized access.
- **Automation & Test Quality:** Established strict TDD workflows and automated CI/CD pipelines (Fastlane/GitHub Actions). Integrated robust iOS-side instrumentation and telemetry to proactively monitor app performance, debug bottlenecks, and ensure extremely low crash rates for high-traffic features.
- **Feature Ownership & Collaboration:** Worked closely with cross-functional teams (security, backend, PMs, designers) to deliver scalable features end-to-end, utilizing SwiftUI and modern view hierarchies to build a secure and intuitive user experience.

Oct 2021 – Apr 2023
Maryland, USA
(Remote)

Teon LLC.

iOS & macOS Developer (Contract)

- **Network Resilience & Real-Time Data:** Engineered a high-performance networking layer using custom VPN protocols and persistent Sockets. Successfully managed massive binary data streams in the background, ensuring absolute data integrity, stable connectivity, and crash-free UI updates.
- **Background Execution & Battery Life:** Optimized complex background processes to minimize battery drain and CPU usage, ensuring the app remains lightweight and responsive.
- **Data Integrity:** Implemented custom error correction logic to ensure 100% data delivery reliability, similar to sensor data synchronization requirements.

Jan 2021 – Jun 2021
Taipei, Taiwan

ICSGAME Co., Ltd.

iOS & Front-End Engineer

- Launched the iOS version of the product from scratch using Swift, ensuring feature parity with the web platform and aligning with strategic business goals.

- Developed and optimized the web frontend using Vue.js, leveraging cross domain knowledge to bridge the gap between mobile and web experiences.
- Implemented a PWA (Progressive Web App) solution, extending product reach and improving accessibility for mobile web users.

Feb 2020 – Aug 2020
Kaohsiung City, Taiwan

Hamastar Technology Co., Ltd.

Front-End Engineer

- Maintained and optimized large-scale remote learning platforms using Angular, ensuring high availability during peak traffic periods.
- Managed the architecture of multiple regional sub-sites, improving code maintainability and scalability for educational institutions.

Dec 2018 – Jul 2019
Kaohsiung City, Taiwan

HyperLight Digital Media Marketing Co., Ltd.

iOS Engineer

- **Objective-C to Swift Migration:** Led the strategic refactoring of a legacy **Objective-C** codebase into modern **Swift**. Successfully modernized the app architecture while maintaining **100% backward compatibility** and interoperability between both languages. Defined modular architecture guidelines to improve team velocity and code maintainability.
- **Legacy Code Maintenance:** Stabilized core features by introducing strict typing and modularization, significantly reducing technical debt and enabling faster feature iteration for the product team.
- **Mentorship & Code Quality:** Led asynchronous technical discussions across remote teams. Enforced high code quality and architectural consistency by conducting rigorous **PR code reviews**, mentoring developers, and maintaining comprehensive technical **documentation**.

Dec 2017 – Jul 2018
Kaohsiung City, Taiwan

Kidtech Co., Ltd.

iOS Engineer

- Collaborated closely with backend teams to integrate complex Java Spring APIs, enhancing data synchronization and system reliability.
- Developed and maintained utility and public welfare apps (e.g., 'Underwater 30m'), focusing on delivering a smooth and intuitive user experience.

Feb 2016 – Nov 2017
Kaohsiung City, Taiwan

Mycena Co., Ltd.

iOS Engineer

- Developed a comprehensive guide assignment system for travel agencies using Swift, digitizing workflows and increasing operational efficiency.
- Built customized property management applications, supporting B2B clients in streamlining their daily business operations.

Education

Jan 2019
Kaohsiung City, Taiwan

Bachelor's: Electronic Engineering

National Kaohsiung University of Applied Sciences

Skills

Expert: Swift | SwiftUI | RxSwift | RESTful APIs | SPM | CocoaPods | MVVM | MVVM-C | Auto Layout | App Store Submission | UIKit | Objective-C

Tools: Xcode | Git | CI/CD (Bitrise) | Cursor | Claude Code | Antigravity | Jira | Fastlane

Intermediate: Vue | Angular

Languages

Mandarin Chinese
Native or Bilingual

English
Professional Working

Japanese
Elementary