

# RAY KIM

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## WORK EXPERIENCE

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### **ClassPass (acquired by MindBody) – New York, NY**

Senior iOS Engineer, Search & Discovery

*October 2022 – Present*

- Tech lead on Search & Discovery team, which focuses on increasing reservations through a frictionless UX and making search intuitive to users. Currently building a new UX supporting food & beverage pickups in-app.
- Built new phrase-based and multi-location [search modalities](#) and 2-way chat feature with usability score of 4.6/5 and over 10k messages.
- Led org-wide initiatives to improve our codebase and processes (rewrote unit test suite using XCTest from Quick & Nimble, adopted Runway to speed up releases by 50%, audited top crashes and fixed critical map crash).
- Conducted mobile interviews for candidates and ramped up other mobile engineers to lead interviews.

Engineering Manager, Growth

*September 2021 – September 2022*

- Oversaw engineering initiatives (web redesign, app signup, immediate trial upgrades, SEO, cancel UX) that sustainably increased customer acquisitions, CVR, LTV, and reduced CX outreach by 20%.
- Responsible for career growth, performance management, mentorship, and fulfillment of 8 direct reports and emphasized a culture of recognition (submitting spot bonuses, promoting high performers).
- Identified, scoped, and led technical initiatives to consolidate microservices and address Braze archival issues that increased trialer acquisitions by 10K.
- Shaped and published the engineering team's philosophy on [IC career progression](#) along with CTO.

Senior iOS Engineer, Consumer N+1

*June 2020 – August 2021*

- Tech lead on Consumer N+1 team, which focuses on scaling the logged-in UX for new product offerings adjacent to fitness (beauty, wellness). Built multiple iterations of the initial search screen, directly increasing search queries by 40%. Rewrote core flows to scale to new product offerings in beauty and wellness in Swift/SwiftUI from Objective-C, reducing latency by 15%.
- Managed and improved our mobile CI processes using Jenkins, reduced downtime and overhead by 20%.
- Led 20 engineering interviews and trained 5 mobile engineers to become interviewers.

iOS Engineer, Consumer N+1

*August 2018 – May 2020*

- Built multiple iterations of the search experience with [fluid scroll transitions](#), a new search start screen, and a new search analytics layer to scale our app as our supply and traffic grew, increasing CTR by 20%.
- Built timely features during the COVID-19 pandemic to stem losses and keep studios afloat (e.g., safety and cleanliness disclaimers, support for outdoor and livestream classes, studio donations).
- Integrated Segment and Optimizely at scale (e.g., batching item impression events to reduce costs by \$100K).

### **Capital One – San Francisco, CA**

iOS Engineer

*June 2016 – July 2018*

- Built graph visualizations, scheduled money transfers, and credit card transaction filters in MVVM and Core Data in Capital One and Capital One Investing apps; wrote [blog post](#) on integrating modern web views in-app.
- Created Jenkins CI/CD pipeline and GitHub webhooks for automated unit testing, reducing regressions by 15%.
- Built analytics layer with MixPanel, push notifications system using Firebase Cloud Messaging.
- Reduced dev time by 50% by auto-generating API calls and Swift models using Swagger Codegen.

## EDUCATION

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### **Harvard University – Cambridge, MA**

Bachelor of Arts in Computer Science, Secondary in Psychology

*August 2012 – May 2016*

## SKILLS

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- Programming Languages: Swift, JavaScript, Objective-C, Python, HTML/CSS
- Frameworks/Other: Xcode, XCTest, Git, CocoaPods, Swift Package Manager, fastlane, Alamofire, React Native, Firebase, TestFlight, Jenkins, OHHTTPStubs, Segment