

Timothy Yu

Senior iOS Engineer

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Summary

Senior iOS Engineer with 10+ years delivering self-custodial wallets, real-time betting products, and connected vehicle applications across native iOS and React Native, from API discussions through implementation and production support.

Technical Skills

Languages: Swift, TypeScript **Frameworks:** UIKit, SwiftUI, RxSwift, Combine

React Native: TypeScript, Fabric, TurboModules **Tools:** Xcode, Git, GitHub Actions

Architecture: MVVM **Concurrency:** Swift Concurrency **Networking:** REST APIs, WebSocket

Blockchain: EOA & Smart Contract Wallets, Transaction Signing, Wallet SDK Integration, Staking & Vault Integrations

Experience

Crypto.com | Remote

Senior iOS Developer | Sep 2024 - Jul 2026

Crypto.com Onchain

- Owned iOS development for Earn across multiple blockchain protocols, including staking, unstaking, reward claiming, position management, maintenance, and refactoring.
- Delivered Buy & Swap by extending the fiat purchase journey with a user-initiated on-chain swap after the purchased asset reached the wallet.
- Partnered with Product Managers and Backend Engineers from planning through production delivery for a self-custodial wallet serving approximately 20K daily active users.

Cronos App

- Worked exclusively in React Native and TypeScript during the Cronos App phase, building the Earn tab with Fabric and TurboModules in the New Architecture.
- Implemented smart contract wallet signing, UserOperation construction, and Morpho vault flows; collaborated on APIs and validated multi-step transactions on Cronos Testnet with mocked vaults.

San Orange Technology | Taiwan

Senior iOS Developer (Contract) | Jun 2024 - Aug 2024

- Delivered vehicle usage tracking, vehicle status, and in-app guidance for KINTO's connected vehicle app while collaborating with Product, Design, and Backend teams.

OpenNet | Taiwan

Senior iOS Developer | Oct 2020 - Apr 2024

- Built real-time betting features for SportyBet, a sports betting platform serving approximately 100K daily active users.
- Implemented WebSocket synchronization for live odds, open bets, and betting history; prevented duplicated updates across multiple betting slips.
- Adapted Android-first requirements into native iOS flows and migrated legacy modules to RxSwift and MVVM.
- Built a mock server for UI development and automated testing, reviewed pull requests, and mentored junior iOS engineers.

Royal Technology | *Project Manager / iOS Developer* | Apr 2019 - Aug 2020

Primary iOS developer and project manager from planning through App Store release; coordinated Product, Backend, and Android teams.

Awesome Limited | *iOS Developer* | Apr 2018 - Jan 2019

Built China-market video streaming apps with encrypted HLS (m3u8) playback.

Lion Travel Information | *iOS Developer* | Aug 2017 - Apr 2018

Led a three-engineer iOS team for enterprise apps, internal distribution, and releases.

WeWork Technology | *iOS Developer* | Jan 2017 - Jul 2017

Independently shipped apps using barcode and QR-code scanning, vehicle rental, Bluetooth accessories, and media playback.

IdeaBus Technology | *iOS Developer* | Aug 2016 - Jan 2017

Independently built logistics and packaging-monitoring apps with Swift and SOAP APIs.

Education

Bachelor of Business Administration | National Taipei University | Taiwan