

Phu Scott Ho

Senior Software Engineer | iOS, Node.js & Applied AI

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PROFESSIONAL SUMMARY

Senior software engineer with professional iOS experience since 2013 across DIRECTV, Cedars-Sinai, Molekule, and Vance & Hines. Now building independent products spanning native mobile apps, TypeScript backends, and applied AI. Published 10 iOS apps under Phu Ho / Memoize Studio; combines mobile delivery experience with hands-on Node.js, PostgreSQL, and on-device AI development.

TECHNICAL SKILLS

Mobile: Swift, SwiftUI, Objective-C, Swift Concurrency, SwiftData, AVFoundation, StoreKit 2, VisionKit, BLE, RxSwift

Web & backend: Node.js, TypeScript, JavaScript, React, Next.js, REST APIs, PostgreSQL, Drizzle, Prisma, Firebase, Supabase

AI & delivery: OpenAI API, Apple Foundation Models, MLX, Python, Git, Xcode, XCTest, Vitest, Playwright, Vercel, PM2

INDEPENDENT PROJECTS & PROFESSIONAL DEVELOPMENT

Memoize Studio / Personal Portfolio | 2024 - Present

- Published 10 iOS apps, including PlainSight, Gutenvox, LogicBrain, Kinako, ClearInvoice, HVAC Field Report, MenoReview, Quiet Words, LeanLens, and PitchNotes. Portfolio and App Store links: www.memoize.studio.
- Expanded through self-directed learning and personal projects into Node.js/TypeScript services, PostgreSQL data pipelines, cloud AI integration, and on-device model inference.

SELECTED ENGINEERING PROJECTS

PlainSight — AI Document Explainer

SwiftUI, VisionKit, TypeScript, OpenAI, Firebase, RevenueCat

Built an iOS document workflow combining camera/PDF import, on-device OCR, structured AI analysis, source-linked excerpts, and document follow-up questions. Implemented backend authentication, App Check, usage limits, purchase verification, and document-retention cleanup.

RankScout — App Store Growth Intelligence

Node.js, TypeScript, Next.js, PostgreSQL, Drizzle, pg-boss

Built a web dashboard and background-worker service for Apple Search observations, App Store Connect ingestion, ranking history, and metadata experiments. Added idempotent jobs, bounded retries, rate limiting, schema validation, and liveness/readiness endpoints.

KokoroEngineKit — On-device Speech Package

Swift 6, Swift Concurrency, MLX, Metal, Swift Package Manager

Created a reusable iOS/macOS wrapper around the open-source Kokoro speech engine. Isolated inference in a Swift actor, bounded the MLX cache, validated voice inputs, and exposed PCM audio and optional token timing through a typed public API.

Phu Scott Ho | Professional Experience

Freelance iOS Development | Nov 2023 – 2024

Senior iOS Engineer | California

- Developed a custom iOS keyboard project using Swift, SwiftUI, and KeyboardKit, integrating the OpenAI API for predictive text and autocomplete.
- Translated product requirements into interaction designs and implementation; used iterative testing and developer documentation to support development.

Vance & Hines | May 2022 – Oct 2023

Senior iOS Developer | Santa Fe Springs, CA

- Rewrote the FP4 application using Swift and SwiftUI and developed FP4 Manager for Bluetooth Low Energy communication with FP4 hardware.
- Maintained and released Swift/Objective-C applications, supported legacy features, and translated business requirements into product designs and technical specifications.

Molekule | Sep 2019 – Dec 2021

Senior iOS Developer | San Francisco, CA

- Developed native Swift features for connected air-purification devices, including device pairing and onboarding through a CoAP client.
- Updated the CoAP library to use RxSwift observables; helped coordinate a remote development team and contributed unit tests, architecture discussions, and code reviews.

Cedars-Sinai | Nov 2018 – Sep 2019

Senior iOS Developer | Beverly Hills, CA

- Developed and maintained native Swift features for Cedars-Sinai's iPhone and iPad applications across the software development lifecycle.
- Contributed unit tests, architecture discussions, and code reviews within an Agile/Scrum team.

DIRECTV / AT&T | May 2013 – Feb 2018

Senior iOS Engineer | El Segundo, CA

- Served as team lead for the DIRECTV iPad application and developed features across the iPhone and iPad apps.
- Led SecondScreen development and integration for the CoPilot live-TV and sports experience; contributed to live-streaming functionality.
- Integrated and maintained shared-framework dependencies including NDS, Conviva, Octoshape, i.TV, and PubNub; resolved UI, data-handling, and web-service issues.

EDUCATION

Western Washington University — Bellingham, WA

B.S., Mathematics and Computer Science