YI REN

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OBJECTIVE

Android Software Engineer with 4 years of experience in mobile app and vehicle infotainment system development, specializing in MVVM architecture, Jetpack Compose, RRO, and scalable Android solutions. Seeking full-time opportunities to leverage expertise in building high-performance, user-centric applications.

EXPERIENCE

Android Developer   May. 2022 - Aug. 2024
General Motors   *Toronto(Hybrid)*

- Contributed to multiple MVVM-based Android applications, delivering new features, fixing defects, and implementing Unit/Espresso tests.
- Improved MFC (Rotary Controller) stability by refactoring key logic and built a Python-based simulator to streamline defect reproduction and debugging.
- Led the development and optimization of RRO (Runtime Resource Overlay) by streamlining layout structures, removing redundant code, and migrating shared resources to internal libraries, which significantly improved maintainability.
- Implemented RTOS proof-of-concept HVAC application with Qt/QML to accelerate product decision-making.

Android App Developer   Jun. 2018 - Jul. 2019
CITIC (China International Trust and Investment Corporation)   *Shenzhen, China*

- Developed and maintained Xiaohua Wallet App (10M+ registered users, 500K MAU).
- Optimized codebase by implementing MVP architecture, decoupling UI components from business logic to enhance scalability.

EDUCATION

Master of Computer Science, Bishop's University   Jan. 2020 - Sep. 2021

- Overall GPA : 94.2/100
- Focus : Algorithm complexity analysis, Android development and Unity game design.

B.Eng. in Software Engineering, Sichuan University   Sep. 2013 - Jul. 2017

- Overall GPA : 82.7/100
- Focus : Software Engineering and Embedded Systems.

TECH STACK

- Programming : Kotlin, Java, Python, C#, C, SQL
- Android : AOSP, MVVM, RRO, Unit/Espresso Test, Jetpack Compose, Firebase
- Others : Git, Linux, CI/CD, Jira, DFSS(black belt), SAFe, Qt/QML, Unity3d, Machine Learning

PROJECT

SherEats(Github)   Nov. 2021 - Apr. 2022
Developed a restaurant recommendation and instant messaging app using MVVM architecture, Retrofit2 and Firebase.

Tower Defense(Github)   Aug. 2020 - Jan. 2021
Built a cross-platform tower defense game (Android/PC) with Unity3D, implemented custom AI and gameplay mechanics.