JING WANG

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PROFILE

Passionate iOS engineer with 8 years of experience developing and launching multiple iOS applications, particularly those integrating with Bluetooth Low Energy (BLE) wearable devices. Adept at architecting scalable mobile solutions, collaborating cross-functionally with design and backend teams, and delivering seamless user experiences. Experienced in agile environments and known for mentorship, test-driven development, and data-driven iteration.

TECHNICAL SKILLS

Languages: Swift, Python, Java
iOS Frameworks: UIKit, SwiftUI, CoreBluetooth, CoreData, SpriteKit
Dev Tools: Xcode, TestFlight, App Store Connect, JIRA, Asana
Backend/Infra: Flask, GraphQL, Docker, Firebase, Datadog
Design & UX: Figma, Sketch
Other: BLE, Arduino, Teensy, Signal Processing, Neural Networks

PROFESSIONAL EXPERIENCE

FIGUR8 Inc. (Boston, MA)   2/2017 - Present
Software Engineer II

- Built and launched multiple native iOS apps from scratch for wearable healthcare assessments using **Swift** and **UIKit**

- Designed app architecture, set coding convention and refined agile workflow.

- Developed modular libraries (e.g. **BLE** stack and device manager, network stack and **Auth0** based authentication etc.), which greatly improves the reusability and reduces the development overhead time.

- Mentored a junior engineer to extend UI test coverage to 90% of major app workflows.

- Integrated **Firebase** and **Datadog** analytics across the entire user flow, enabling data-driven product decisions.

- Collaborated with design team using **Figma** to deliver polished, user-friendly interfaces for healthcare assessments.

- Implemented **GraphQL** endpoints in **Python** to support new features of mobile apps.

FIGUR8 App
- Built an app to guide users through predefined physical activities (e.g. head bend, leg raise, walk etc.) to evaluate injuries and recovery progress.

- Architected navigation flows and complex data logic to support detailed data collection from sensors, patient mobility evaluations and data output to cloud.

- Created modular libraries to isolate API, BLE, and logic layers for fast development and easier testing and maintenance.

Other Apps
- **FIGUR8 Demo:** an interactive 3D visualization tool powered by Unity3D and wearable devices.

• **F8Sport:** an app used to evaluate athletic performance in different metrics e.g., jump height, muscle symmetry.

OTHER PROJECTS

Color Streak Game

• A game derived from a course project, where the user needs to move an object across moving obstacles to the target.

Maze Game (in development)

• In the game, the user can control a floating ball using a BLE joystick. The goal is to guide the floating ball through a winding maze path as quickly as possible. A leaderboard will show the score when the ball reaches the finish line.

Fortune wheel (in development)

• A productivity app that helps users to make decision when it is difficult (e.g. dinner plans, places to go, clothes to wear etc.). The options are entered by users and visualized on a spinning wheel. Backend will save the result of each pick and a web dashboard can show occurrence and trend of the selection.

EDUCATION

University of Rhode Island, USA

M.S. in Electrical Engineering   9/2011 - 12/2016

Northwestern Polytechnical University, China

B.S & M.S. in Signal and Information Processing   9/2004 - 7/2011