

# MENG ZENG

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## EDUCATION

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### **Southeast University, China**

*Jun. 2013*

Bachelor of Control Science & Engineering

Dept. School of Automation, Southeast University, Jiangsu, China

## EXPERIENCE

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### **FanRuan Software Co., Ltd**

Jul. 2013 - Present

#### *iOS Software Engineer & Mobile App R&D Manager*

*Oct. 2015 - Present*

- Lead the research on multi-thread rendering and GPU acceleration to improve the graphics performance of iOS/Android application.
- Manage the iOS team and lead the two main projects.
- Introduced the the Model-View-ViewMode pattern to improve the code's stability and reliability.
- Designed the Plugin-Based Architecture to satisfy the independence and the extensibility of each module.

#### *Android Software Engineer*

*Jan. 2015 - Oct. 2015*

- Developed an app to present the data result from the database with tables and charts.
- Developed a database connection tool, with can help you easily access to different database.
- Developed the automated testing tool for Android applications.

#### *Software Test Engineer & Team Manager*

*Jul. 2013 - Jan. 2015*

- Managed the test team, designed test cases and conducted testing, wrote and analyzed related documents during late-stage testing.
- Built the test case models for test case design.

## PROJECTS

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### **AtomGraphics**

*Project Leader*

*May. 2019 - Present*

- Lead the research and development of multi-thread rendering and GPU acceleration to achieve less load time and smaller memory impact for charts than WebView.
- Developed graphic renderers with CoreGraphics, OpenGL, Metal and Skia.
- Designed a multi-thread rendering architecture for this project to separate the performance of javascript, frame update and GPU rendering.

## Data Analyst V9

*Project Leader*

*Jan. 2018 - May. 2019*

- Developed an Android/iOS application named *DataAnalyst V9*, witch can present data from database with maps, charts and tables on custom reports.
- Led the rebuilding of the project *DataAnalyst V8* with *ReactNative*, a cross-platform framework from Facebook.
- Introduced the MVVM pattern to decouple the code to improve its reusability and reliability.
- Designed the Plugin-Based Architecture of this project.

## Data Analyst V8 (iOS)

*Developer*

*Oct. 2015 - Jan. 2018*

- Developed an iOS application named *DataAnalyst*, witch can present data from database with maps, charts and tables on custom reports.
- Developed 11 kinds of dynamic mobile chart like column chart, line chart, doughnut, etc.

## SKILLS

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- Experience with team and project management.
- Familiar with graphics rendering optimization.
- Familiar with architecture design and code performance analysis.
- Familiar with iOS/Android application development, Android NDK development, OpenGL ES.

## LANGUAGE

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<b>TOEIC</b>	900 (Listening 465, Reading 435)
<b>JLPT(N2)</b>	120

## PROJECT LINKS

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- AtomGraphics: <https://github.com/NeoPocketCat/AtomGraphics>