

# Zhou Xiangcheng - iOS Development Engineer

## Basic Information

Name: Zhou Xiangcheng | Education: Full-time Bachelor's Degree

Gender: Male | Major: Electronic Information Engineering

Date of Birth: 1987/11/07 | Graduated From: Huanghuai University

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## Job Intentions

Employment Type: Full-time | Expected Position: Mobile, Cross-platform, Mini Program, Java, etc.

Work Location: Beijing | Expected Salary: 15-30K

## Work Experience

2013/06 --- 2014/06 Quanta Shanghai Manufacturing City Test Assistant Engineer

2015/04 --- 2015/10 LeYiKao (Beijing) Education Technology Co., Ltd. Android Development Engineer

2015/10 --- 2016/07 Time Zhe Internet Technology (Beijing) Co., Ltd. Android Development Engineer

2016/07 --- 2018/06 Tibet Yuanyu (Beijing) Network Technology Co., Ltd. Android Development Engineer

2018/07 --- 2022/04 China Aerospace Science and Technology (Beijing) Co., Ltd. Full Stack Development Engineer

2022/06 --- 2024/12 BeiSi ChangXiang Technology Co., Ltd. Full Stack Development Engineer

## My Advantages

1. Familiar with native mobile client development: HarmonyOS, Android, iOS
2. With cross-platform practical experience: Flutter, ReactNative, KMP, Tora, etc.
3. Mastery of mini program development: WeChat Mini Program, uni-app
4. Familiar with Web frontend: Frameworks (react/vue), UI libraries (element/Ant Design, etc.)
5. Experience in AI development: Development (tensorflow/ML Kit/Gemini), Tools (Cursor/Codex, etc.)
6. Development experience: WinForm desktop development, Java development (mybatis + microservices + distributed)
7. Github and complete resume: <https://pgzxc.github.io/resume/>

## Professional Skills

1. Familiar with project development models: Traditional UIKit (xib/Storyboard+OC/Swift) and declarative UI (SwiftUI)
2. Familiar with mainstream frameworks: Alamofire/AFNetworking, SDWebImage/Kingfisher, etc.
3. Familiar with common data storage: UserDefaults/MMKV, Core Data, Realm/SQLite
4. Understanding of system mechanisms: Event delivery mechanism, response chain, custom controls, KVC/KVO, CALayer/UIView, etc.
5. Understanding of underlying principles: Runtime, RunLoop, memory management (MCR/ARC), multi-threading (GCD/NSOperation)

6. Familiar with common commercial SDKs: Push notifications, IM, payment, social sharing, video/live streaming, maps, etc.
7. Familiar with performance optimization: Memory leak detection, crash analysis, 卡顿 and performance monitoring, tools
8. Familiar with compatibility and adaptation: Size (iPhone/iPad), screen resolution, system compatibility

### **Company and Work Content**

**2022/06 --- 2024/12 BeiSi ChangXiang Technology Co., Ltd. Full Stack Development Engineer**

**Industry Category:** Technology Promotion and Application Service Industry | **Enterprise**

**Nature:** Limited Liability Company (Wholly-owned by Legal Person) | **Scale:** Less than 100 people

**Company Introduction:** BeiSi ChangXiang Technology Co., Ltd., headquartered in Changping District, Beijing, is founded by multiple serial entrepreneurs with years of entrepreneurial experience in different industries and fields. It is a platform focused on sharing entrepreneurial knowledge, dedicated to providing entrepreneurs with necessary knowledge for entrepreneurship and high-quality entrepreneurial projects, enabling entrepreneurs to have a new understanding of entrepreneurship, providing paid services such as project special issue production, project information push, business plan writing for entrepreneurs, and through feasible and executable entrepreneurial projects, truly creating income and more easily realizing entrepreneurial dreams.

### **Work Description:**

1. Responsible for developing the "La Liga+" football live streaming league project signed by the company with Liuxian Media Technology (Beijing) Co., Ltd.
2. Responsible for product requirement analysis, function development, performance optimization, packaging and release, and version iteration
3. Cooperate with product managers and testers to ensure product quality and on-time launch
4. Continuously optimize and improve client products based on user feedback

**2018/07 --- 2022/04 China Aerospace Science and Technology (Beijing) Co., Ltd. Full Stack Development Engineer**

**Industry Category:** Information Transmission, Software and Information Technology Service Industry | **Enterprise Nature:** Limited Liability Company (Invested and Controlled by Natural Persons) | **Scale:** Less than 100 people

**Company Introduction:** China Aerospace Science and Technology (Beijing) Co., Ltd., headquartered in Shangdi International Incubation Park, Haidian District, Beijing, is a professional information consulting, solution and IT service outsourcing provider.

### **Work Description:**

1. Responsible for the customized R&D work of Hitachi China - R&D Center - Elderly Care Project Team from scratch
2. During project implementation, responsible for pre-research, time estimation and progress promotion of R&D work
3. Docking with other elderly care project products in China and integrating them with Hitachi China - R&D Center - Elderly Care Project Team products
4. During work, responsible for: mobile client, mini program, frontend, backend, C# desktop client and other company projects

**2016/07 --- 2018/06 Tibet Yuanyu (Beijing) Network Technology Co., Ltd. Android Development Engineer**

**Industry Category:** Advertising/Public Relations | **Enterprise Nature:** Foreign-owned Enterprise  
| **Scale:** 100-499 people

**Company Introduction:** Tibet Yuanyu (Beijing) Network Technology Co., Ltd. is a media company covering national radio advertising business and contracted radio business, while providing radio advertising services such as strategy formulation, creative copywriting, advertising production, and media buying.

### **Work Description:**

1. Responsible for the functional development of Tingbei FM radio and its sub-album App
2. Lead interns to familiarize with the product's business logic and project code
3. Complete page layout according to UI design drawings
4. Cooperate with backend to complete front-end and back-end data interaction
5. Discuss with product to determine requirements to achieve friendly user experience
6. Team discussion on specific function details, communication with other technical personnel and formulation of design specifications

### **Project Experience**

**Project Belonging:** Personal Project

**Project Name:** SwiperIOS (Private)

**Project Address:** <https://github.com/PGzxc/SwiperIOS>

**Software Support:** iOS

**Development Tools:** MacOS(15.7.3)+Xcode(26.2)+Swift(6.2.3)+Trae (Programming Assistant)

**Project Description:** This project is a high-fidelity Douyin-like native iOS short video and image-text community application, developed based on Swift + SwiftUI, combined with api.apiopen.top free open interface, realizing full-screen video vertical swipe, image waterfall flow browsing, publishing pop-up, message reminders and other social experiences.

**Function Modules:** Home, Image Gallery, Publish, Message, Me

### **Technical Points:**

1. Routing and Navigation: TabView + componentized file structure, implementing top tabs and bottom navigation
2. Vertical Pagination: Encapsulate UIPageViewController vertical pagination, index synchronization and switching notifications
3. Architecture and State: MVVM + ObservableObject/@Published, decoupling view and data flow
4. Network Layer: Encapsulate APIService to uniformly manage requests, underlying based on Alamofire + ObjectMapper
5. Adaptation and Immersion: GeometryReader + safeAreaInsets responsive layout
6. Video Playback: AVPlayer viewport enter auto-play/leave pause, buffer indication and loop playback
7. Build and Dependencies: CocoaPods management dependencies, Fastlane scripted multi-environment packaging and publishing

**Project Belonging:** Personal Project

**Project Name:** WanAndroid\_SwiftUI (Open Source)

**Project Address:** [https://github.com/PGzxc/WanAndroid\\_SwiftUI](https://github.com/PGzxc/WanAndroid_SwiftUI)

**Software Support:** iOS

**Development Tools:** MacOS(13.4)+Xcode(14.3.1)+Swift(5.8.1)

**Project Description:** This project is an iOS application developed based on the open API of WanAndroid website. Using SwiftUI to build the interface, through HStack, VStack, ZStack and other layouts and common components to quickly implement UI construction and real-time preview; the network layer uses Alamofire with AlamofireObjectMapper to implement data requests and model mapping.

**Function Modules:** Home, Navigation, Project, Message, Me

**Technical Points:**

1. Use TabView+NavigationStack to build the main project framework
2. Encapsulate API interfaces and routing management, including baseURL, methods, paths and parameters, to achieve unified management of network requests
3. Alamofire sends network requests, combined with AlamofireObjectMapper to parse response data into Swift models
4. Based on MVVM architecture design, using ObservableObject to simplify data and view binding
5. Integrate SDWebImageSwiftUI for efficient network image loading and caching
6. Implement user data persistence storage through AppStorage
7. Use environmentObject to share and manage global application state
8. Implement SwiftUI home carousel based on ImageCarousel