

Zhou Xiangcheng - Android 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

Contact Phone: 15201120927 | Email: developer_zxc@126.com

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 (XML+Java/Kotlin) and declarative UI (ComposeUI)
2. Familiar with multi-threading and asynchronous communication mechanisms: Handler, AsyncTask, Coroutine, thread pool, etc.
3. Familiar with mainstream architecture patterns and practices: MVC/MVP/MVVM/MVI
4. Familiar with core frameworks and principles: Retrofit/OkHttp, RxJava, Room, EventBus, MMKV, etc.
5. Familiar with mainstream commercial SDK integration and debugging: Login, SMS verification, IM, video/live streaming, push notifications, payment, maps, etc.

6. Understanding of Android core mechanisms: Message mechanism, event dispatch mechanism, View drawing process
7. Familiar with performance optimization and analysis: Startup optimization, 卡顿 detection, memory optimization, network optimization, overdraw optimization, etc.
8. Familiar with compatibility and adaptation: Device adaptation (phone/tablet/foldable screen) and version adaptation (Android 6.0+)

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: Liuxian Media + BeiSi ChangXiang

Project Name: Android Project - La Liga+ (Football League)

Software Support: Android 6.0+

Development Tools: Android Studio+GitLab

Project Description: La Liga+ is a professional football league live streaming platform jointly created by BeiSi ChangXiang Technology and Liuxian Media, providing high-quality match live streaming and interactive experience for domestic fans. The project covers functions such as schedule reservation, live streaming viewing, replay review, chat room interaction, screen casting, team data, VIP membership system, etc., supporting horizontal/vertical screen switching and message push, meeting users' one-stop experience needs of "watching football + communication + data".

Function Modules: Home, Schedule, Data, Live, Chat Room, My Page, etc.

Technical Points:

1. Based on component-based function splitting, divide the project into basic library, component layer and business layer
2. Based on basic library XUI for quick integration of project UI development
3. Based on basic library AndroidPay to integrate Alipay and WeChat Pay
4. Based on basic library Alibaba Cloud Video SDK to play short video list, schedule live streaming and replay
5. Based on XPopup to build various popups in the application
6. Based on OkHttp+Retrofit to build network access framework.
7. Based on JPush SDK to implement message push and live chat room chat

Project Belonging: Hitachi China

Project Name: Android Project - Brain Training

Software Support: Android 5.0+

Development Tools: Android Studio3.1+SVN

Project Description: Brain Training is a localized application of Hitachi China's elderly care project, which collects real-time cerebral blood flow data through Bluetooth-connected EEG device XB-01, and combines interactive game training to improve the cognitive and reaction abilities of the elderly. The system dynamically renders interface colors based on brain activity, and 配合 voice feedback to enhance immersion experience. After training, it generates brain activity indicators and charts to facilitate users to continuously track and evaluate their cognitive status.

Function Modules: Device detection and pairing, login, device connection, game selection, game, game results, ranking, etc.

Technical Points:

1. Based on ViewModel+DataBinding+Kodein to build MVVM development framework
2. Based on Fuel+Kotlin Coroutine +fuel-jackson+MultiStateView to build network request and parsing framework
3. Based on couchbaseLite+sharepreferences+kotpref to build data storage
4. Based on EventBus+interface callback to build Android's publish-subscribe events and event callbacks
5. Custom View to implement custom input keyboard and face recognition area during face recognition and ranking
6. Android native and WebView(js) game interaction
7. Based on OpenCV to implement face recognition and login functions

Project Belonging: Personal Project

Project Name: SwiperAndroid (Private)

Project Address: <https://github.com/PGzxc/SwiperAndroid>

Software Support: Android

Development Tools: AS+Java(17.0.15)+Gradle(8.14.3)+Kotlin(2.0.21)+Trae

Project Description: Independently developed Android short video + image gallery browsing application, using Jetpack Compose to implement modern declarative UI; product form benchmarks Douyin/Xiaohongshu short video and image community, providing smooth video/image sliding browsing, category viewing and full-screen immersive interactive experience.

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

Technical Points:

1. UI framework: Using Jetpack Compose to build declarative UI
2. State management: Compose State + LaunchedEffect + ViewModel to manage page state
3. Network and data: Retrofit + OkHttp + Gson + Coroutines to implement asynchronous network requests
4. Video playback: ExoPlayer to implement list auto-play, full-screen switching and playback control
5. Image processing: Glide to implement efficient caching and loading, optimizing long list scrolling performance
6. Gesture interaction: Based on Compose gesture API to implement image zooming, sliding down to close and other immersive interactive experiences
7. Screen adaptation: Responsive layout + WindowInsets, adapting to notch screens, system bars and various screen sizes
8. Build and dependencies: Gradle DSL + Version Catalog + Compose BOM to unify management of dependencies and versions

Project Belonging: Personal Project

Project Name: Android Project - Live (Open Source)

Software Support: Android 6.0+

Project Address: <https://github.com/PGzxc/Live>

Development Tools: Android Studio + Github

Project Description: Live is a personal open source project, imitating the interaction and functional design of the "Yingke" live streaming platform, covering core modules such as home page, nearby, live streaming, following, and my page. The project implements core functions such as live room chat, bullet screen, gift effects, and supports pull-down refresh and multiple content display layouts.

Function Modules: Home, Nearby, Live, Following, Me, etc.

Technical Points:

1. Based on Bottom Bar+Fragmentation+DataBinding to build development framework
2. Based on Huanxin chat room to implement live room chat
3. Based on BaseRecycleViewAdapterHelper to implement multiple layouts
4. Based on SmartReRefreshLayout to implement pull-down refresh and pull-up loading
5. Based on HeartLayout to implement heart animation
6. Based on ViewAnimator to implement chat bullet screen and gift effects