Zhou Xiangcheng - Flutter 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: Cross-platform, Mobile, 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 Flutter component system and lifecycle: StatelessWidget, StatefulWidget
2. Familiar with Flutter asynchronous and network: Future/Stream, async/await and Future, Dio/Retrofit, etc.
3. Familiar with Flutter local storage: SharedPreferences, SQLite/Drift, Hive/Isar
4. Familiar with Flutter state management: Provider, Bloc, Riverpod, GetX, MobX, Cubit
5. Familiar with Flutter underlying mechanisms: Three-tree rendering mechanism, UI drawing process, etc.
6. Understanding of native hybrid development and communication mechanisms: Flutter and native hybrid, XXChannel communication

7. Familiar with Flutter route management: Navigator 1.0/2.0, GoRouter, AutoRoute
8. Familiar with performance and multi-end adaptation: Startup optimization and anti-white screen, performance optimization and tuning tools, multi-end adaptation, overflow problems

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: SwiperFlutter (Private)

Project Address: https://github.com/PGzxc/SwiperFlutter

Software Support: Android+iOS

Development Tools: IDEA(2025.3.1)+Flutter(3.38.5)

Project Description: Cross-platform short video + image-text community application independently developed based on Flutter framework, one set of code multi-platform deployment; realizing video playback, image waterfall flow browsing and complete user interaction system.

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

Technical Points:

1. Architecture Design: Adopts MVVM architecture, UI and business logic decoupling, improving code maintainability
2. State Management: Uses Riverpod to manage global and page state, ensuring state predictable and testable
3. Network and Data: Dio + interceptor + data cache, combined with json_serializable automatic serialization
4. Video Playback: Based on video_player, supporting auto-playback, gesture control and lifecycle management
5. Image Optimization: Uses cached_network_image to implement image caching, improving list scrolling performance
6. Waterfall Layout: Implements image waterfall flow display through flutter_staggered_grid_view
7. Screen Adaptation: Adopts responsive layout scheme, adapting to different screen sizes and resolutions

Project Belonging: Personal Project

Project Name: Flutter-wanandroid (Open Source)

Project Address: https://github.com/PGzxc/flutter_wanandroid

Software Support: Android+iOS

Development Tools: IDEA Community Edition 2022.1+Flutter(3.0.2)

Project Description: Flutter-WanAndroid is an open source mobile application developed based on the open API of WanAndroid website, aiming to provide users with convenient article browsing, project classification, knowledge system and other functional experiences.

Function Modules: Home, Navigation, Project, Message, Me, Language, Theme

Technical Points:

1. Build development framework based on GetX+getWidget
2. Build network requests based on GetX-GetConnect
3. Encapsulate network return results based on json_serializable+build_runner
4. Save user login results and language/theme settings based on shared_preference
5. Implement pull-down refresh and pull-up loading based on flutter_pulltorefresh
6. Implement preview effect display during network requests based on shimmer
7. Display web page effects based on webview-flutter
8. Cache list items based on KeepAliveWrapper to prevent multiple loading
9. Display unread messages based on Google component getWidget-badges
10. Use flutter_screenutil for screen adaptation