My Resume

Mobile			Cross-Platform			Mini Program	Backend	Frontend	AI	Desk
Android	iOS	HarmonyOS	Flutter	React Native	KMP	Mini Program	Java	Web	AI	WinF

Contact Information

Phone: 15201120927

Email: developer_zxc@126.com

QQ: 834228918

Basic Information

Personal Information: PGzxc/Male

Graduated From: Huanghuai University | Full-time Bachelor's Degree | Electronic Information Engineering (2009.09—2013.06)

Work Experience: June 2013 — Present

Current Residence: Changping Line/Changping Station (Changping County)

Job Intentions

Employment Type: Full-time

Expected Salary: Negotiable

Work Location: Beijing

Expected Position: Mobile Development (HarmonyOS / Android / iOS), Cross-platform Development (Flutter / React Native / KMP), Backend Development (Java), Web Frontend Development, Mini Program Development (WeChat Mini Program / uni-app), Desktop Development (WinForm), etc.

Related Information

Website: https://pgzxc.github.io/

GitHub: https://github.com/PGzxc/

CSDN Blog: http://blog.csdn.net/calvin_zhou

Education Background

2009/9 to 2013/6 Huanghuai University Electronic Information Engineering Full-time Bachelor's Degree

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 Engineer

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

Company and Work Experience

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

Company Profile

Industry Category: Technology Promotion and Application Services|**Enterprise Nature**: Limited Liability Company (Solely Invested by Legal Person)|**Scale**: Less than 100 people

Company Introduction: BeiSi ChangXiang Technology Co., Ltd., headquartered in the CCID

Industrial Park, Changping District, Beijing. It was jointly initiated and 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 essential knowledge and high-quality entrepreneurial projects, enabling entrepreneurs to have a new understanding of entrepreneurship. It provides paid services such as project special issue production, project information push, and business plan writing for entrepreneurs, and truly creates income through implementable and executable entrepreneurial projects, making it easier to realize entrepreneurial dreams.

Job Description:

Responsible for the Android mobile terminal development of the football live broadcast league "La Liga+" signed between the company and Liuxian Media Technology (Beijing) Co., Ltd.
Responsible for product requirement analysis, functional development, performance optimization, packaging release and version iteration
Cooperate with product managers and testers to ensure product quality and on-time launch
Continuously optimize and improve client products based on user feedback

Project Introduction

1-La Liga+ (Football Live Broadcast League)

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

Functional Modules: Home, Schedule, Data, Live Broadcast, Chat Room, My, etc.

Responsible Modules: Home, Schedule, Data, Live Broadcast, Chat Room, My, etc.

Technical Points:

Based on component-based function splitting, divide the project into basic library, component layer and business layer

Rapidly integrate project UI development framework based on basic library XUI

Based on XOrmlite database to save playback records and other data

Implement component-based routing scheme based on XRouter routing framework

Integrate Alipay and WeChat payment based on basic library AndroidPay

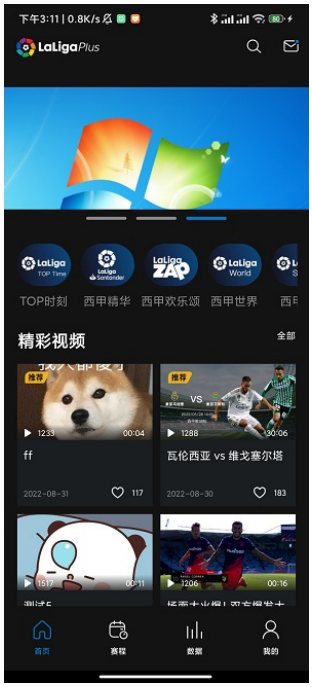
Based on basic library Alibaba Cloud Video SDK to play short video lists, schedule live broadcasts and replays

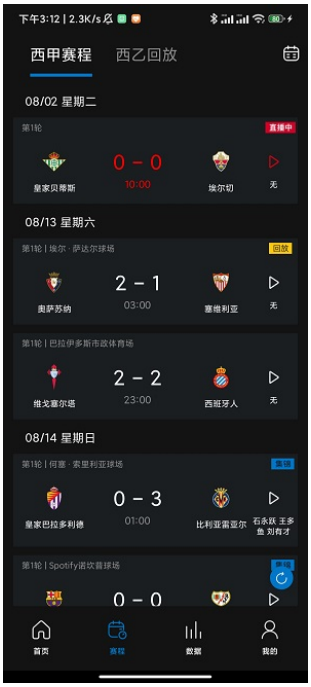
Build various pop-ups in the application based on XPopup

Build network access framework based on OkHttp+Retrofit

Implement message push and live chat room chat based on Jiguang SDK

Project Preview



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球员榜
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助攻
射门
射正
出场
首发
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射正
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00:30 布尔戈斯 VS 卡塔赫纳
00:30 韦斯卡 VS 伊维萨体育联盟
03:00 萨拉戈萨 VS 卢戈
03:00 瓦伦西亚 VS 赫塔菲


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按热度排序
按时间排序
西甲小助手
西甲小助手


西甲数据
榜单
球队
关于西甲
LaLiga Santander
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英文名称 LaLiga Santander
主办机构 西班牙职业足球联赛
所属联盟 欧洲足球协会联盟
成立日期 1929年
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当前球员数目 515
首页
赛程
数据
我的


西甲数据
榜单
球队
关于西甲
巴塞罗那
毕尔巴鄂竞技
皇家贝蒂斯
赫塔菲
皇家马德里
西班牙人
皇家社会
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皇家马略卡
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重试
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欢迎来到聊天室。
聊聊这场比赛吧...


西甲新赛季限时特价预售 冰点价仅218元
简介
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射正 3 10
进球 0 1
传球 583 245
传中 28 6
点球 0 0
角球 6 2
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越位 1 7
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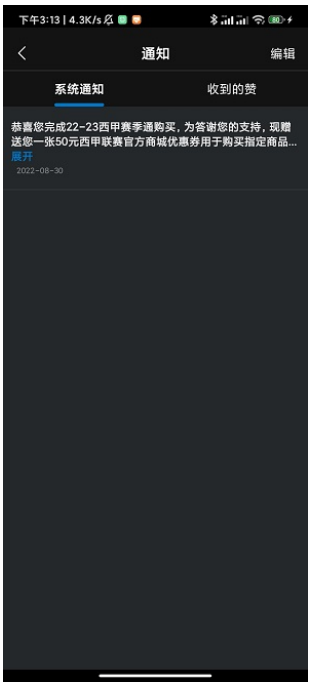
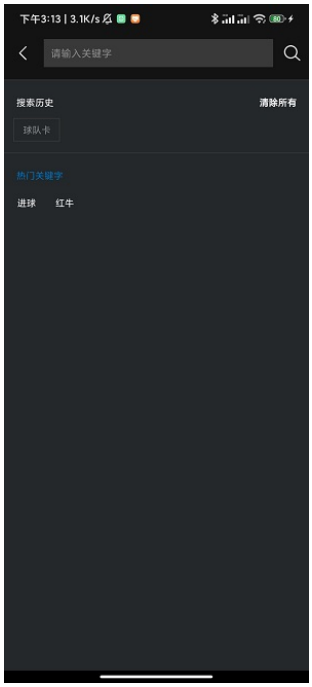




2018/07 — 2022/04 China Aerospace Science and Technology (Beijing) Co., Ltd. Full-Stack Engineer

Company Introduction

Industry Category: Information Transmission, Software and Information Technology Services|**Enterprise Nature**: Limited Liability Company (Invested or Held by Natural Persons)|**Scale**: 100-300 people

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

Job Description:

On-site office work, responsible for the customized R&D work of Hitachi China - R&D Center - Elderly Care Project Team from scratch

According to the requirements of Hitachi China - R&D Center - Elderly Care Group, complete project iteration development and function R&D on time

During project implementation, responsible for preliminary research, time estimation, and progress promotion of R&D work

Docking the integration of other domestic elderly care project products with Hitachi China - R&D Center - Elderly Care Project Team products

During work, responsible for: mobile, mini-program, front-end, desktop, back-end and other company projects

Build and maintain project code document management platform and assign accounts for development team members

Project Introduction

1-Android Project — Brain Training (Tablet)

Project Description: Brain Training is a localized application of Hitachi China's elderly care project, which real-time collects cerebral blood flow data through Bluetooth connection to brain electrical device XB-01, combined with interactive game training to improve the cognitive and reaction abilities of the elderly. The system dynamically renders interface colors based on brain activity and enhances immersive experience with voice feedback. After training, it generates brain activity indicators and charts to facilitate users' continuous tracking and evaluation of cognitive status.

Functional Modules: Localization, device search and pairing, login, device connection, game selection, game instructions, games, game results, result display, ranking, etc.

Responsible Modules: Localization, device search and pairing, login, device connection, game selection, game instructions, games, game results, result display, ranking, etc.

Technical Points:

Based on ViewModel+DataBinding+Kodein to build MVVM development framework

Based on Fuel+Kotlin Coroutine +fuel-jackson+MultiStateView to build network request, parsing, and display framework

Based on couchbaseLite+sharepreferences+kotpref to build data storage

Based on EventBus+interface callback to build Android's publish-subscribe events and event callbacks

Custom view to implement custom input keyboard and face recognition area during face recognition and ranking

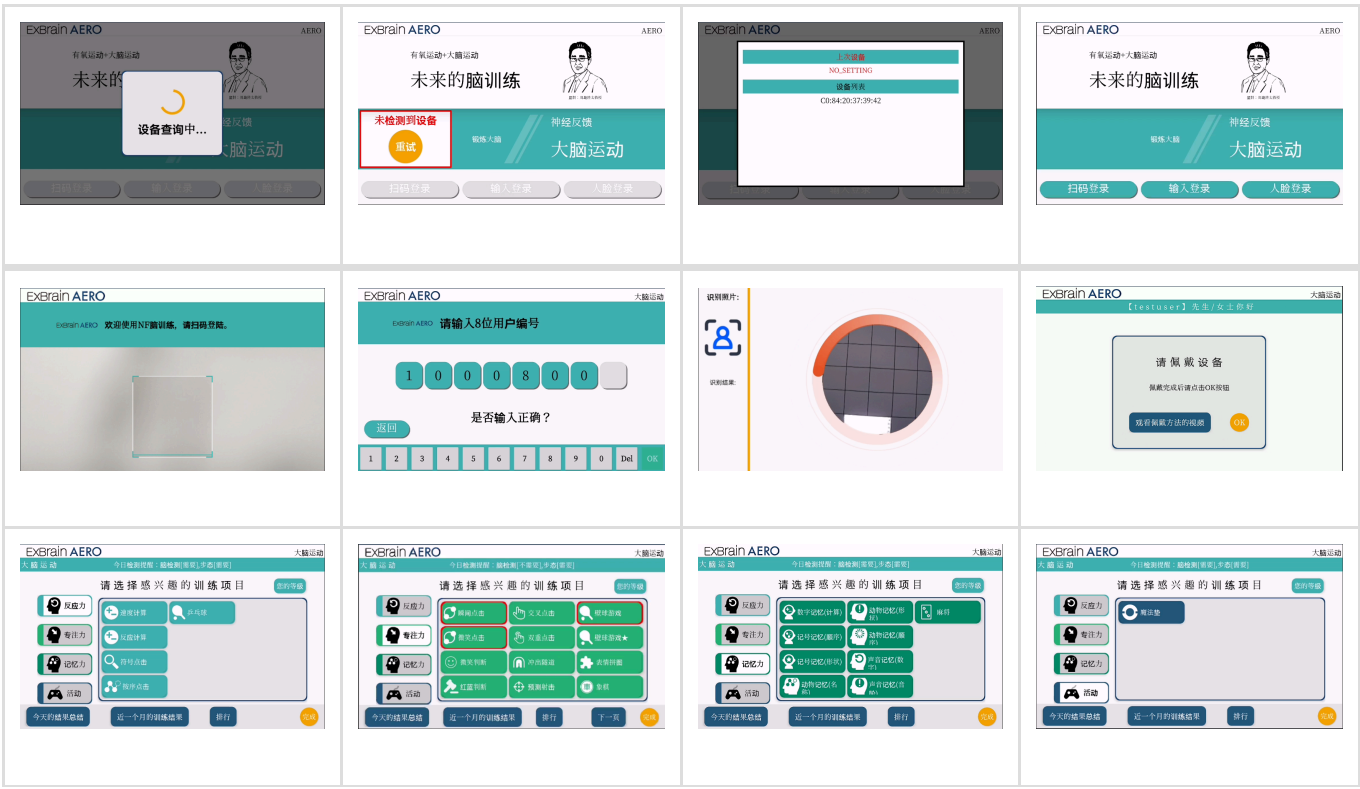
Based on permissionsdispatcher to manage app runtime dynamic permissions

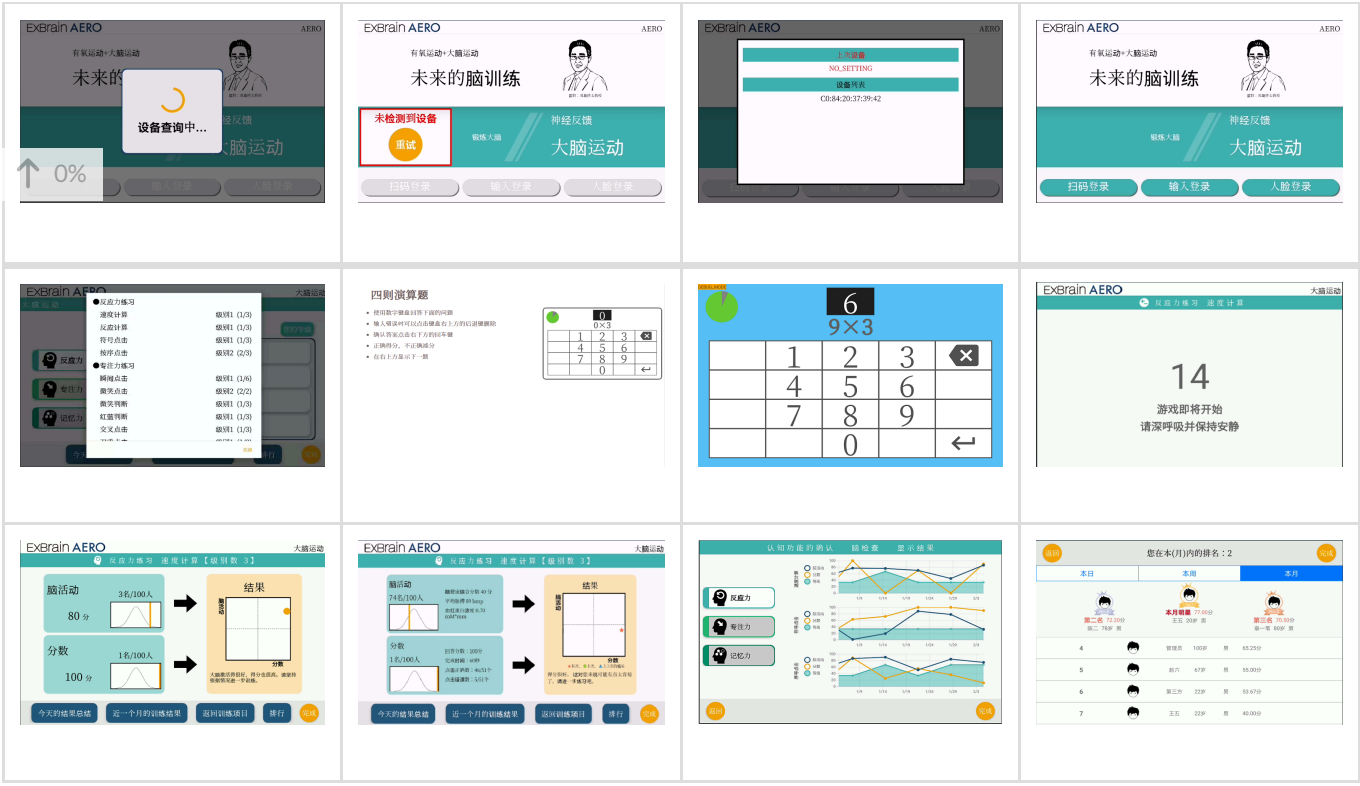
Based on LeakCanary to detect application memory leaks

Android native and WebView(js) game interaction

Based on OpenCV to implement face recognition and login functions

Project Preview





2-Android Project — Brain Detection (Tablet)

Project Description: Brain Training is a localized product of Hitachi's elderly care group that migrated Japanese elderly care projects to China. Through three groups of games [Numbers], [Numbers in Chinese], and [Numbers in Chinese and Letters], it respectively detects users' reaction ability, concentration, and memory. Before the game, users wear the brain device XB-01, and during the game, it obtains the brain blood volume of the wearing device through Bluetooth SDK and records it to a CSV file, combined with game results and based on sampling distribution data to give the final result. And print the result information.

Functional Modules: Localization, device search and pairing, login, device connection, game practice, games, game results, game reports, etc.

Responsible Modules: Localization, device search and pairing, login, device connection, game practice, games, game results, game reports, etc.

Technical Points:

Based on ViewModel+DataBinding+Kodein to build MVVM development framework

Based on Fuel+Kotlin Coroutine +fuel-jackson+MultiStateView to build network request, parsing, and display framework

Based on couchbaseLite+sharepreferences+kotpref to build data storage

Based on EventBus+interface callback to build Android's publish-subscribe events and event callbacks

Custom view to implement custom input keyboard and face recognition area during face recognition

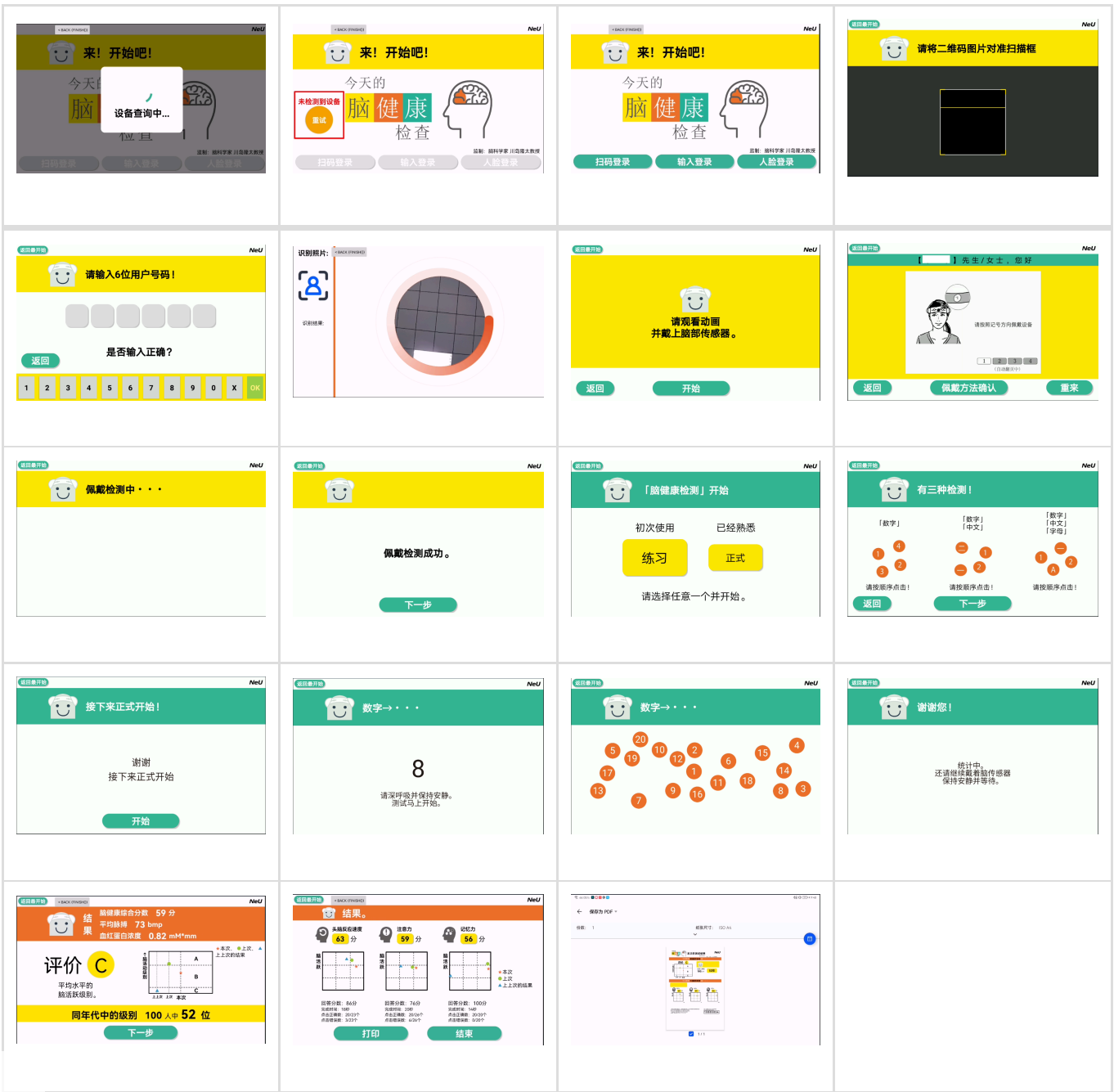
Based on permissionsdispatcher to manage app runtime dynamic permissions

Based on Epson SDK to print result reports

Based on qrcodeZxing to identify QR codes

Based on OpenCV to implement face recognition and login functions

Project Preview



3-Android Project — Recording App

Project Description: Recording App is a project that integrates similar domestic elderly care projects and is used to collect and organize project data information of cooperative enterprises (magic mat, black goldfish, robot, etc.) to enrich the diversification of elderly care project team products, including project list, login, data collection and other functions.

Functional Modules: Project list, login, data collection, etc.

Responsible Modules: Project list, login, data collection, etc.

Technical Points:

Based on ViewModel+DataBinding+Kodein to build MVVM development framework

Based on Fuel+Kotlin Coroutine +fuel-jackson+MultiStateView to build network request, parsing, and display framework

Based on EventBus+interface callback to build Android's publish-subscribe events and event callbacks

Custom view to implement custom input keyboard and face recognition area during face recognition

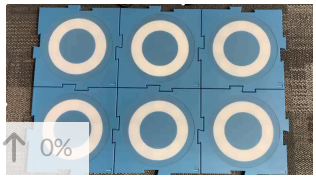
Based on permissionsdispatcher to manage app runtime dynamic permissions

Based on BluetoothKit for Bluetooth data connection and collection

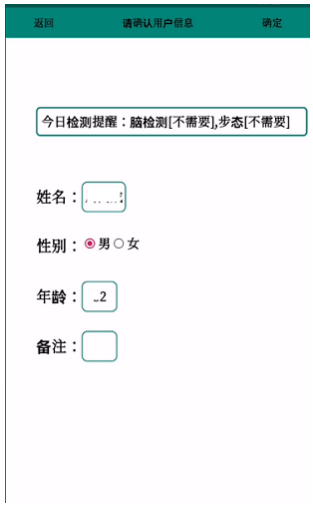
Based on qrcodeZxing to identify QR codes

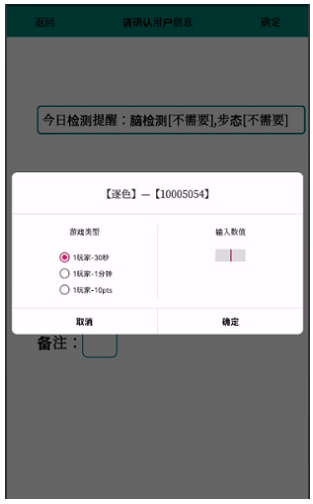
Based on OpenCV to implement face recognition and login functions

Project Preview









4-uni-app Mini Program - 24H Safety Guardian System

Project Description: 24H Safety Guardian System is one of the many projects in Hitachi's elderly care project team. It detects users' sleep status and activity information through hardware bracelets (worn on the hand) + mats (laid on the bed), and gives alarm reminders when monitoring abnormalities.

Functional Modules: Status, Early Warning, Statistics, My Profile

Responsible Modules: Status, Early Warning, Statistics, My Profile

Technical Points:

Based on Vue+css to build layout pages

Create Vue components for repeated use in pages

Based on u-charts to draw heart rate, sleep, movement, body temperature and other charts

Based on uni-load-more to refresh page data

Common uni-app components used in the project such as: area-picker (province-city-district address selector), jyf-parser (convert string to html), uni-calendar (calendar), uni-collapse (collapsible panel), uni-fab (floating button), uni-popup (popup layer), xfl-select (dropdown box), etc.

Project Preview

5-WeChat Mini Program — Hitachi Health

Project Description: Hitachi Health Mini Program is a WeChat mini program developed by Hitachi's elderly care project team after partially integrating existing projects (gait + brain training + sleep health, etc.). It is convenient and quick, used and gone, and can implement some functions that require apps and hardware without installing apps.

Functional Modules: Login and registration module, user information modification module, home page, chronic disease management, cognitive management, fall management (gait analysis implemented with hardware), daily management, etc.

Responsible Modules: Cognitive management, fall management (gait analysis implemented with hardware), etc.

Technical Points:

Based on Flex layout+css to build mini program layout pages

Based on template to build template components for repeated use in pages

Canvas draws video recording countdown animation

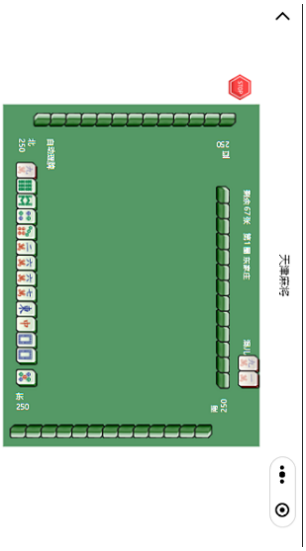
Mini program dynamic permission handling (geographical location, video recording, photography)

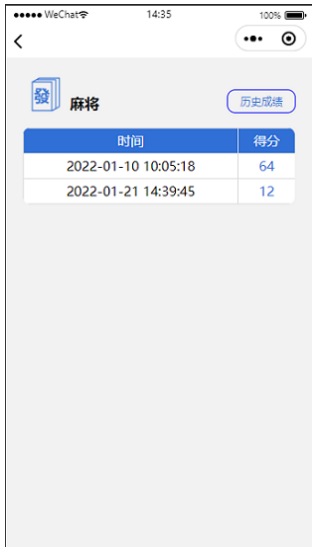
Based on JS-SDK to handle data interaction between mini programs and webview

Based on Tencent Map to obtain user location and display map components

Encapsulate network interface requests and necessary data storage and reading

Project Preview





6-Web Frontend — Games

Project Description: Frontend games are game projects used in brain training, brain detection, and mini programs. They are games made based on the P5.js engine and collected and organized from open source game projects on GitHub. In App project games, it displays game instructions and game content, and interacts with Android native projects and transmits data. In WeChat mini programs, it transmits game results to mini programs with the help of WeChat JS-SDK. And it is adapted to tablet and mini program pages.

Functional Modules: P5.js games (more than 40 independent games), GitHub mini games (mahjong, chess, billiards, table tennis), etc.

Responsible Modules: P5.js games (more than 40 independent games), GitHub mini games (mahjong, chess, billiards, table tennis), etc.

Technical Points:

Based on P5.js to draw mini game visual interaction pages

Based on p5.play to create games and characters

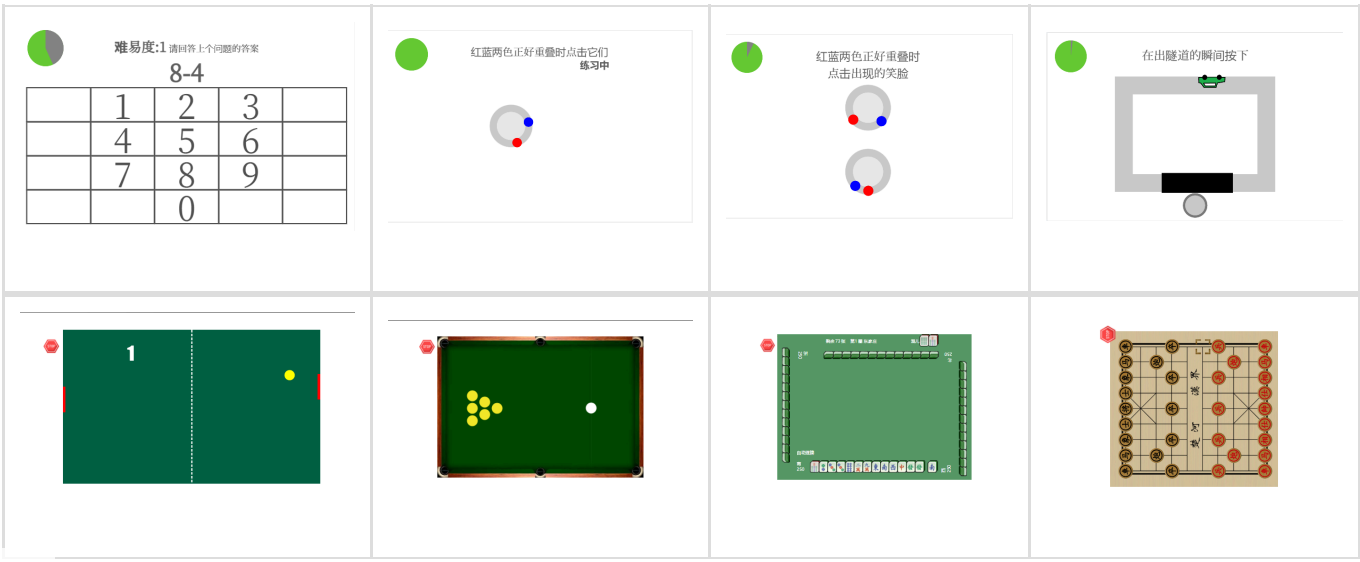
Based on p5.sound to play click sound effects and voice sound effects

Based on marked.js to render markdown pages as html pages

Based on webpack to package project files

Handle frontend game data interaction with Android and mini program ends and data transmission

Project Preview



7-C# Project — Magnetic Induction Finger Opening and Closing Motion Detection

Project Introduction: Magnetic Induction Finger Opening and Closing Motion Detection is a desktop application that uses finger sensors to detect finger opening and closing movements according to gesture rules, collect gesture samples, and then judge human body functions.

Project Modules: Login, sensor (data sampling), data saving, radar waveform analysis, data uploading, etc.

Responsible Modules: Data saving, radar waveform analysis, data uploading, etc.

Technical Points:

Hybrid WCF development framework

Component dependencies (Compos (icons, logs, mathematical calculations))

Hardware dependencies (HidCom (Bluetooth, USB))

Save data information to access database

Save final results to mysql database through network

Project Preview

8-Web Frontend - Hitachi Health Care System Ver1.0

Project Introduction: This system is a gait analysis POC project, which collects image data of the elderly walking and performing specified actions through camera equipment, combines with motor ability evaluation models, realizes action visualization display and ability scoring, assists users to understand and improve their own motor functions, and is widely applicable to smart elderly care and rehabilitation assistance scenarios.

Project Modules: Gait analysis, action analysis, questionnaire survey

Responsible Modules: Gait analysis, action analysis, questionnaire survey

Technical Points:

Based on LigerUI to build the overall project framework

Based on jQuery-ajax to execute network requests and front-end and back-end interactions

Based on Highcharts to draw gait analysis results and historical data charts

Based on jQuery-UI to use jQuery components to quickly draw interfaces

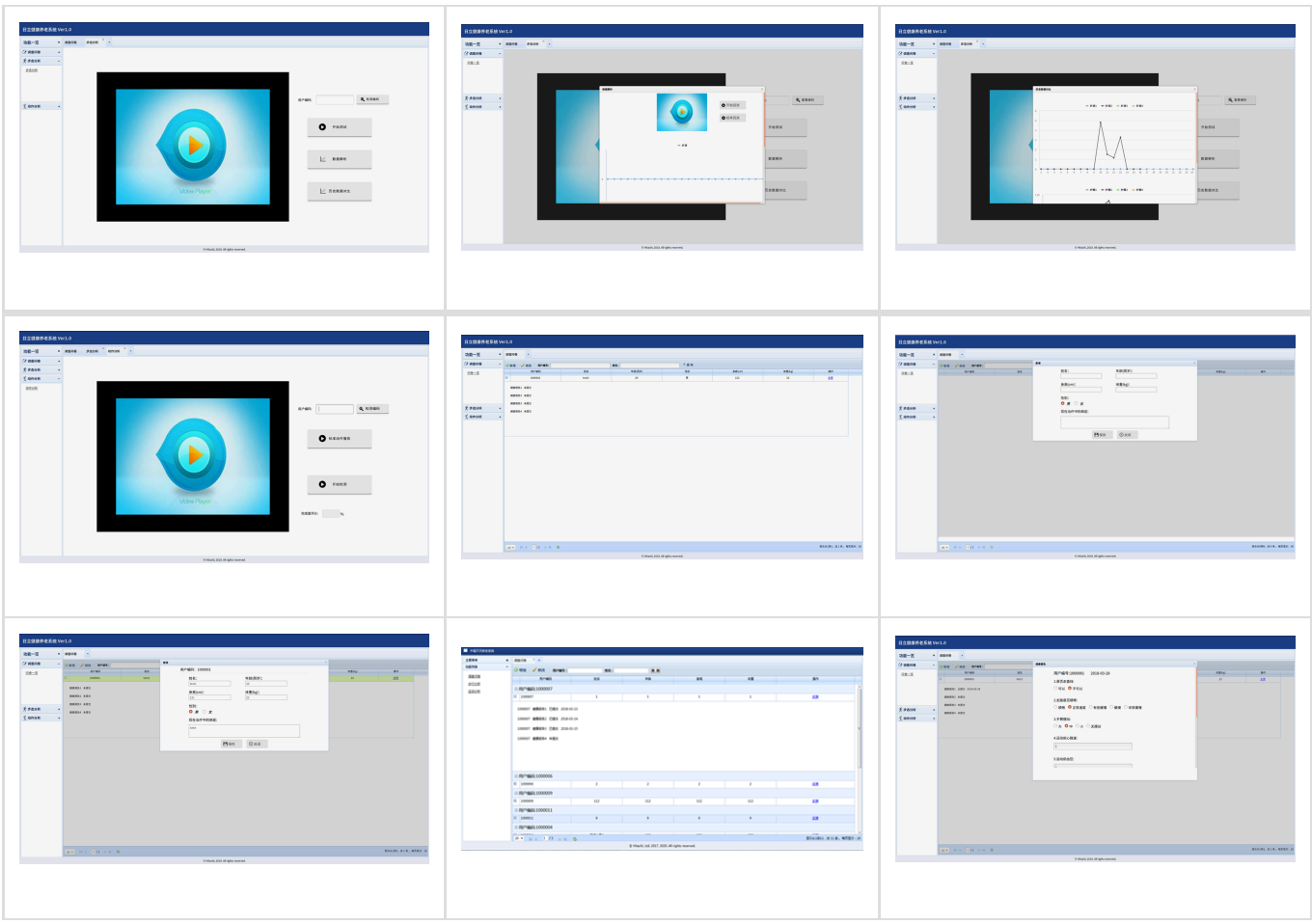
Based on jquery-validation for form data validation

Based on jQuery-Cookie to operate Cookie cache data

Based on json2.js-json to implement serialization and deserialization of network request results

Based on jquery.scrollstop to solve scrolling event problems

Project Preview



9-Web Frontend - Hitachi Intelligent Elderly Care Management System Ver2.0

Project Introduction: Hitachi Intelligent Elderly Care Management System is a brand-new upgraded version and completely revised version of Ver1.0. The system is divided into administrator accounts and institution accounts. The administrator account is equivalent to a super user, which can log in to institution accounts and is used to manage institutions, manage apps, manage databases, etc. Institution accounts are used to manage users, training projects, rankings, status previews, data analysis, etc.

Project Modules: Administrator account, institution account

Responsible Modules: Administrator account, institution account

Technical Points:

Based on layui mainstream frontend framework to build the overall project framework

Based on bootstrap to implement responsive layout and icons, styles, components, etc.

Based on echarts to draw test results and statistical analysis

Based on jQuery-ajax to execute network requests and front-end and back-end interactions

Based on qrcode to generate user QR codes

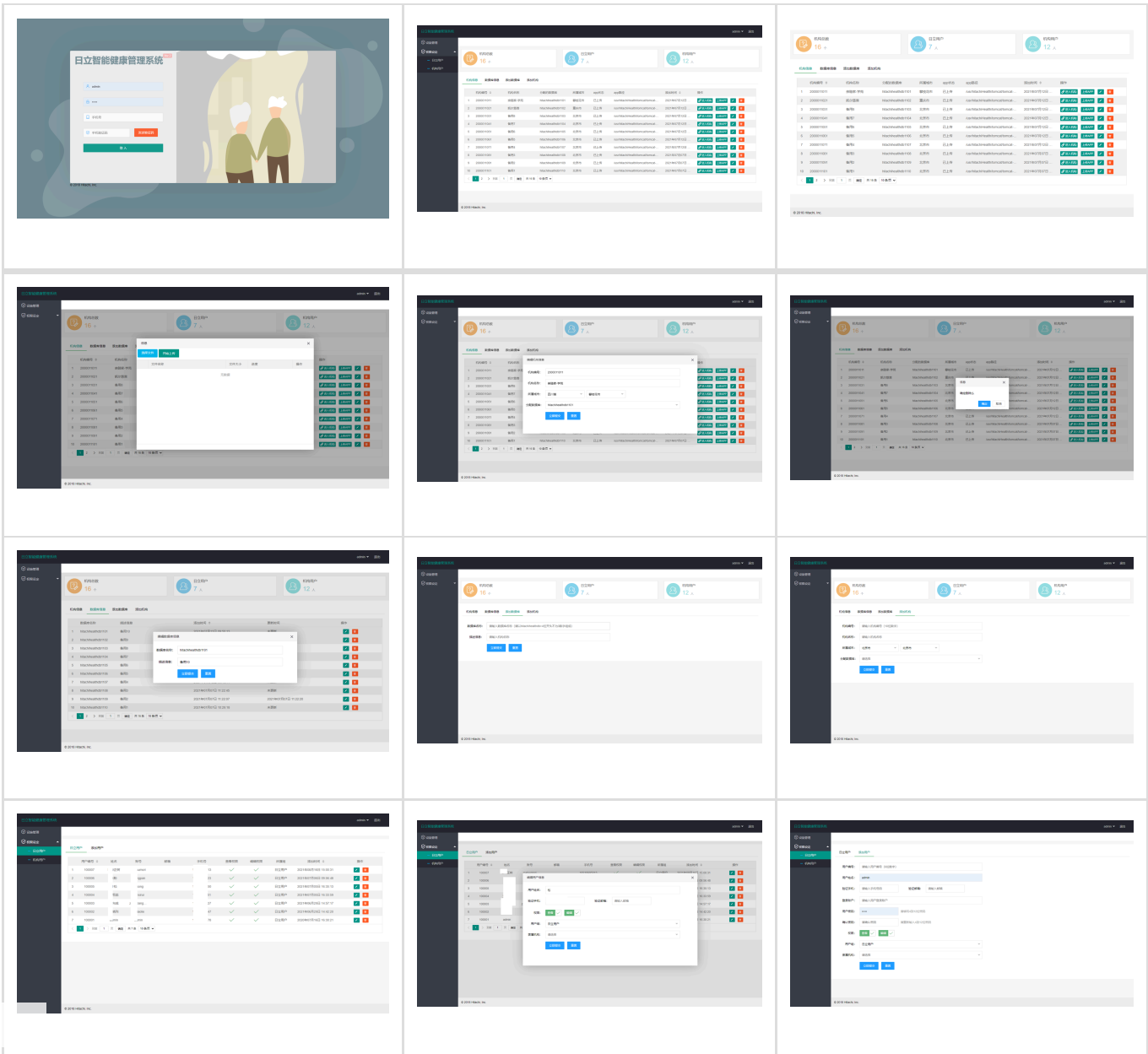
Based on tracking-min.js and face-min.js developed face recognition library

Based on ckplayer to control player gait videos

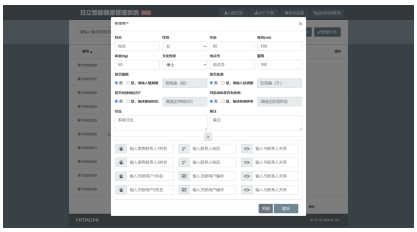
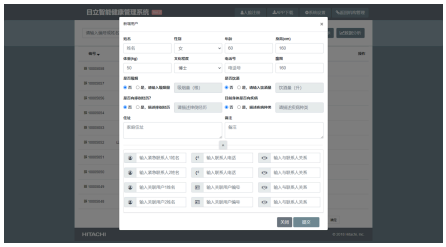
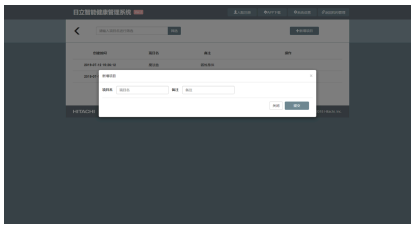
Based on Toastr to create and manage notification messages

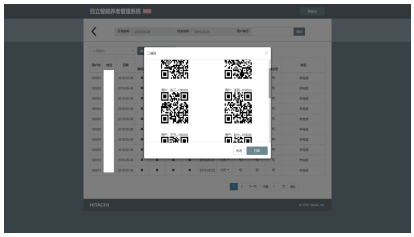
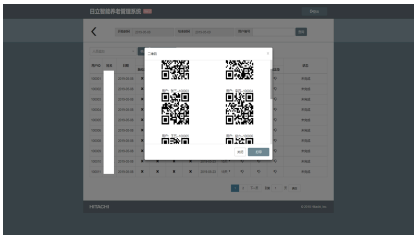
Project Preview

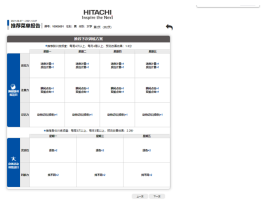
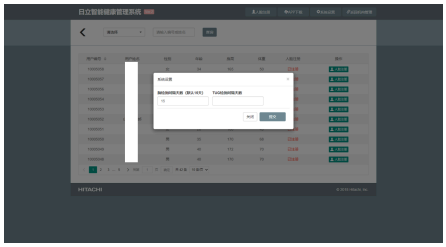
1-Administrator Account



2-Institution Account

2016/07 — 2018/06 Tibet Yuanyu (Beijing) Network Technology Co., Ltd. Android Developer

Company Introduction

Industry Category： Advertising/Public Relations|**Company Nature**： Foreign-funded|**Scale**: 100-499 employees

Company Description： Tibet Yuanyu (Beijing) Network Technology Co., Ltd. is a media company

covering national radio advertising business and contracted radio station business, while providing radio advertising services such as strategy formulation, creative copywriting, advertising production, and media purchasing.

Job Description:

Responsible for product requirement analysis, function development, performance optimization, packaging and release, and version maintenance

Cooperate with product managers and testers to ensure product quality and on-time launch

Continuously optimize and improve client products based on user feedback

Project Introduction

1-Android Project—Ting Bai FM Live

Project Description: Ting Bai FM is an online radio that collects nearly a thousand national radio stations and massive audio resources such as music, novels, cross-talk, storytelling, talk shows, emotional stories, etc.

Project Modules: Live broadcast, radio stations, categories, search, personal center, download, collection, program list, song list, song recognition, bullet screen, comments, red envelope, one-yuan car purchase, etc.

Responsible Modules: Live broadcast, radio station page, categories, playback, search, download, collection, program list, song list, song recognition, etc.

Technical Points:

Build MVVM development framework based on DataBinding

Define API interfaces based on Retrofit2+Rxlifecycle+okhttp

Develop local caching strategy based on DiskLruCache

Custom WebView to handle APP and JS protocol interaction events

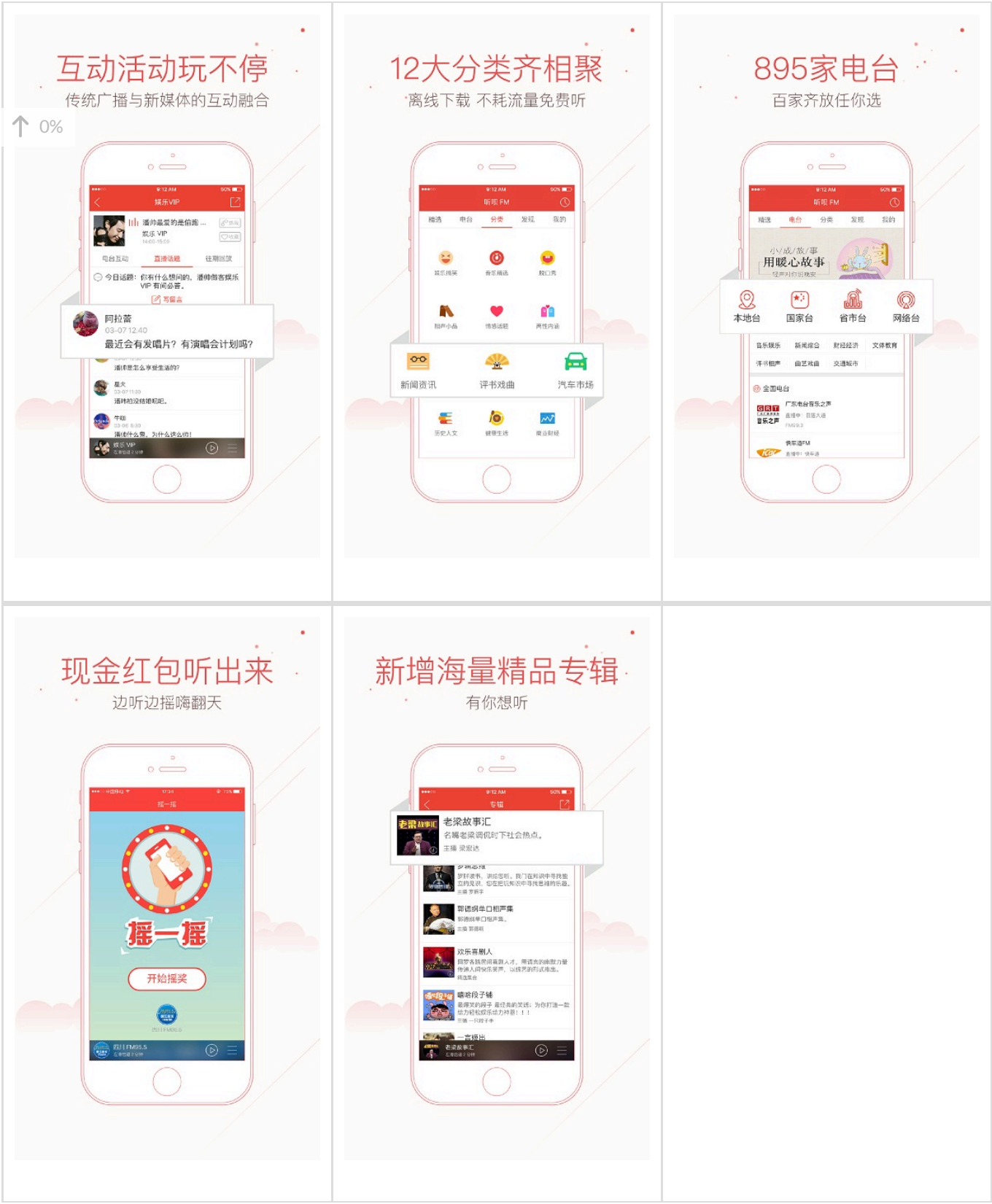
Implement live room chat based on Huanxin chat room

Implement audio push, pull, and voice chat functions based on Qiniu Cloud

Offline download of song files based on MultiThreadDownloader

Other third-party components such as: live stream song recognition, bullet screen, Glide, WeChat payment, sharing, positioning, etc.

Project Preview



2-Android Project—Ting Bai Crowdsourcing

Project Description： Ting Bai Crowdsourcing is an album in the Ting Bai FM category, including album list, program playback, program download, settings and other functions; currently there are 9 crowdsourcing projects: "Baby Listen to Bedtime Stories", "Cross-talk Collection", etc.

Functional Modules： Album list, playback, slide to switch programs, program download, cache

cleaning, timer shutdown, settings, etc.

Responsible Modules： Album list, playback, slide to switch programs, program download, cache cleaning, timer shutdown, settings, etc.

Technical Points:

PldPlayer based on FFMPEG to play live streams and music files

Optimize Android's publish-subscribe events based on EventBus

Manage app runtime dynamic permissions based on RxPermissions

Detect application memory leaks based on LeakCanary

Load images and implement Gaussian blur based on Picasso

2015/10 — 2016/07 Timekeeper Internet Technology (Beijing) Co., Ltd. Android Developer

Company Introduction

Industry Category： Public Relations/Marketing/Exhibition|**Company Nature**： Private|**Scale**: 10-50 employees

Company Description： Timekeeper Internet Technology (Beijing) Co., Ltd. is an Internet company that provides conference and event services through the "Internet + conference service crowdsourcing" model.

Job Description:

Create product manuals, project flowcharts, and development documents

Develop projects according to the schedule based on product prototypes and descriptions

Carry out product compatibility, adaptation, and product iteration work

Project Introduction

1-Android Project—E Event User App

Project Description： e Event is a one-stop event service platform. You can choose from many positions such as models, etiquette, actors, hosts, photography, translation, etc.; subscribe to

topics of interest to get event push notifications early; add friends and chat interactively!

Functional Modules： Event plaza, messages, address book, event management, event details, personal information, enterprise information, moments, group chat, wallet management, my follows, etc.

Responsible Modules： Event plaza, messages, address book, event management, event details, personal information, enterprise information, moments, group chat, wallet management, my follows, etc.

Technical Points：

Build network access framework based on KJFrameForAndroid

Implement cool interactive effects based on MD material design

Based on Baidu Map SDK, implement route planning and current location identification

Based on Huanxin SDK, implement interactive chat within the application

2-Android Project—E Event Enterprise App

Project Description： e Event Enterprise Edition is an event APP designed to solve the problems of enterprises in organizing activities. It provides one-stop event services for enterprises through "human resource crowdsourcing" and "granular service process".

Functional Modules： Event hall, publish information, event classification, my store, my orders, shopping cart, checkout, etc.

Responsible Modules： Event hall, publish information, event classification, my store, my orders, shopping cart, checkout, etc.

Technical Points：

Build project framework based on MVP

Implement payment function based on WeChat SDK

Use RecycleView instead of ListView to implement complex interface layout

Implement pull-to-refresh and pull-to-load based on BGARefreshLayout

2015/04 — 2015/10 LeYiKao (Beijing) Education Technology Co., Ltd. Android Developer

Company Introduction

Industry Category： Education/Training/Institutions|**Company Nature**： Private|**Scale**:100-499 employees

Company Description： LeYiKao Education Technology Group is committed to creating a new learning and employment education service platform for learners, especially college students, and providing universities with complete employment and entrepreneurship education solutions based on "Internet+".

Job Description

Complete code writing, debugging, testing and maintenance according to design documents or requirements

Complete functional module development and iterative development within the specified cycle according to the schedule

Coordinate with testers to complete testing work, fix bugs, and provide technical support for operations and products

Project Introduction

1-Android Project—E Chao Chao User App

Project Description： E Chao Chao is a social workplace information product that integrates assessment, job search and information. Through professional tests and ability assessments, it provides college students with accurately matched high-quality positions and extensive social employment information, helping college students gradually recognize and improve their self-employment ability and basic professional quality, master social workplace information, and ultimately achieve the goal of optimal employment.

Functional Modules： Career assessment, employment research, recommended positions, my resume, learning, discovery, search, etc.

Responsible Modules： Recommended positions, discovery, my resume, etc.

Technical Points：

Build network access framework based on Xutils

Custom View to implement complex interfaces and effects

Use Imageloader and LruCache to load network images and set up caching

SQLite stores province-city-county tables, school tables, position category tables, industry category tables, etc., and perform multi-table queries based on these

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2 Android Project—E Chao Chao Enterprise App

Project Description： E Chao Chao Enterprise Edition is a free software for publishing enterprise recruitment positions. Position information is directly disseminated to universities across the country; it realizes functions such as publishing positions and receiving resumes; resume recommendation, actively pushing relevant resumes according to enterprise positions, allowing enterprises to easily discover talents.

Functional Modules： Resume recommendation, urgent recruitment, publish positions, resume download, resume collection, received resumes, my resumes, positions, settings, etc.

Responsible Modules： Publish positions, resume collection, received resumes, my resumes, settings, etc.

Technical Points：

Build network access framework based on Volley

Implement province-city-county three-level linkage based on Android Wheel

Obtain resumes and my resume QR codes based on zxing scanning

Multi-channel packaging, Umeng statistics for download volume and survival rate, and bug viewing and fixing

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

Company Introduction

Industry Category： Electronics/Semiconductor/Integrated Circuit|**Company Nature**： Taiwan-funded|**Scale**:10,000+ employees

Company Description： Quanta Shanghai Manufacturing City is the manufacturing base of Quanta Computer Group in mainland China, focusing on the production and manufacturing of laptops, servers, cloud products, etc.

Job Description：

Resolve sudden testing issues, timely eliminate test anomalies caused by test programs and other factors

Train and assist new engineering test personnel

Assist PM in new model introduction, stability testing and anomaly analysis

Personal Projects

1. Harmony Projects

1—SwiperHM

Project Ownership: Personal Project (Private)

Project Name: SwiperHM

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

Software Support: Harmony Full Series

API Version: API Version 17

Development Language: ArkTS+ArkUI

Development Tools: DevEco Studio 5.0.5 Release

Project Description: Imitation of Douyin and Xiaohongshu Harmony project, based on api.apiopen.top open interface, implementing Douyin-like video swipe switching

Functional Modules: Home, Gallery, Publish, Message, Me

Technical Points:

Build Xiaohongshu-like bottom navigation based on Flex+Builder+scale+animation

Monitor data changes and UI synchronization based on V1, V2 state management

Adapt to screens and windows based on official tool WindowUtils

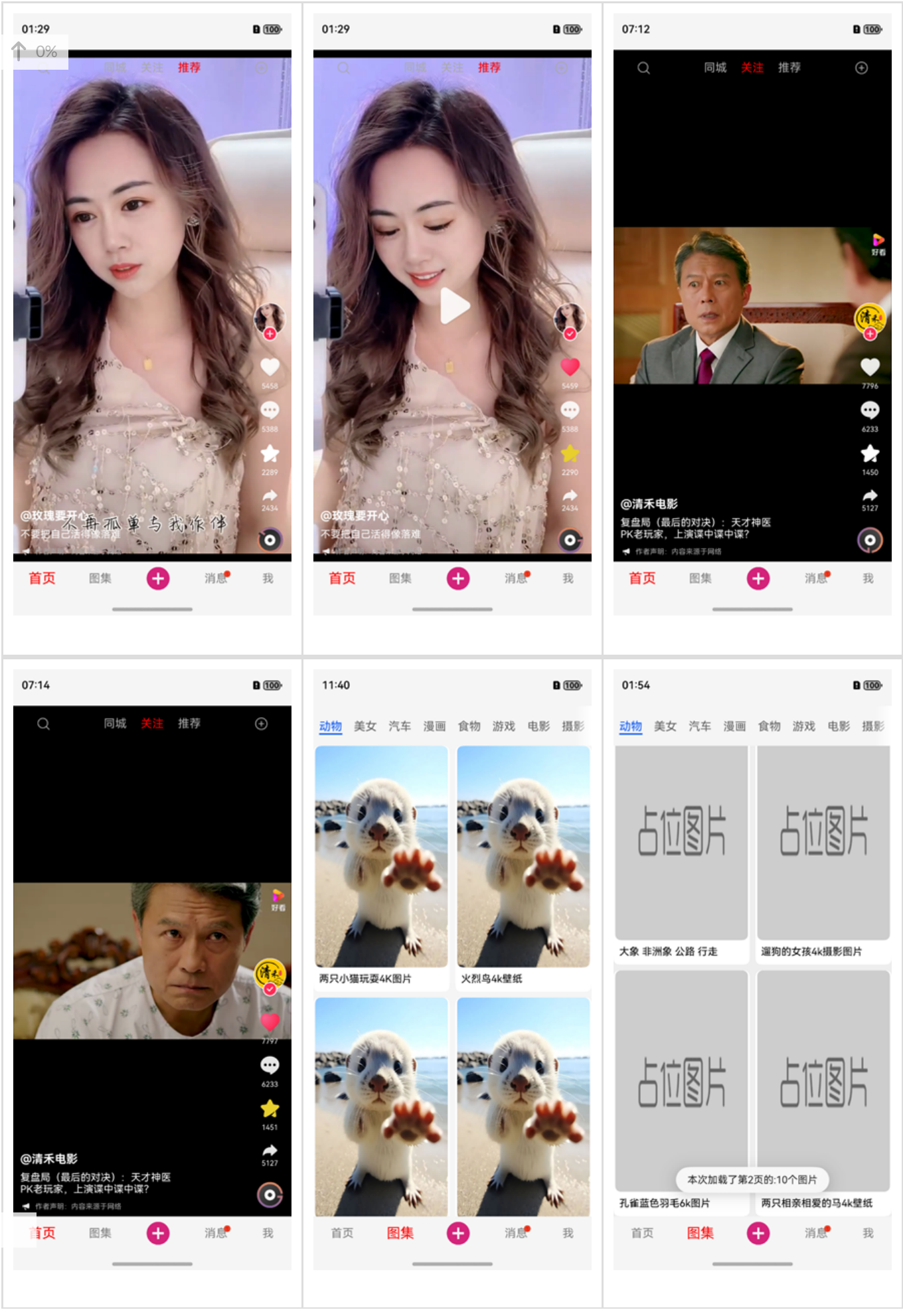
Custom components: @Builder decorator, @Component decorator

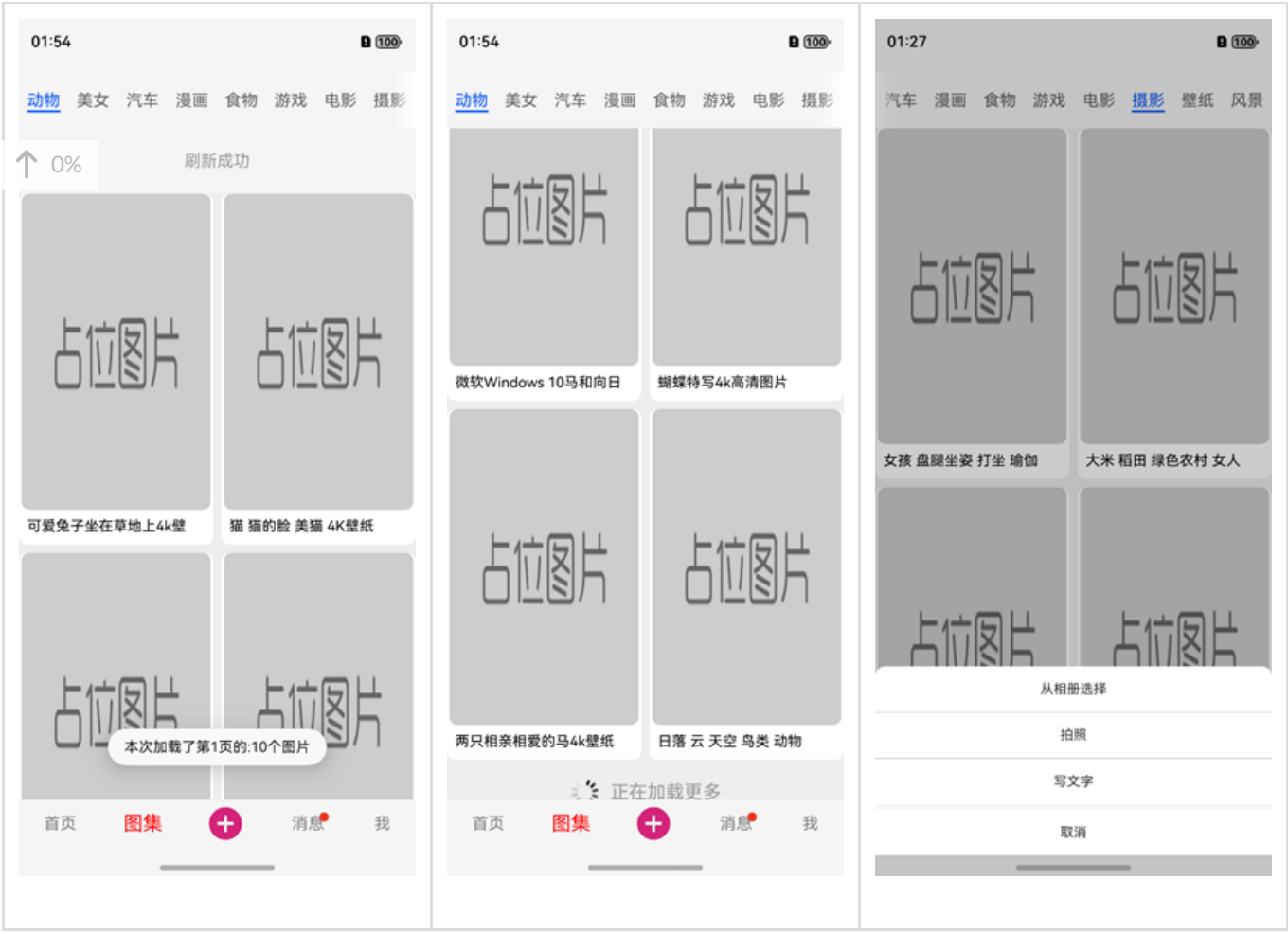
Third-party libraries: axios (network requests), pulltorefres (refresh/load more)

Common components: WaterFlow (waterfall flow), Swiper (video swipe), Tabs (navigation bar), etc.

Audio and video: Video component and state management (playback, loop, preparation, start, error, etc.)

Project Preview





2—WanCJ

Project Ownership: Personal Project (Open Source)

Project Name: WanCJ

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

Software Support: Harmony Full Series

API Version: API Version 12

Development Language: Cangjie(.cj)+ArkUI

Development Tools: DevEco Studio NEXT Beta1+Node(18.18.2)

Project Description: This project is an open source project that converts Harmony development language from ArkTS(.ets) to Cangjie(.cj), with UI layout unchanged, using Cangjie to write logic, and quickly completing functional development based on encapsulating network access modules, custom components, etc.

Functional Modules: Home, Course, Tool, Me

Technical Points:

Build bottom navigation framework based on Tabs+TabContent

Perform network requests based on ohos.net.http, encapsulate Get, Post requests

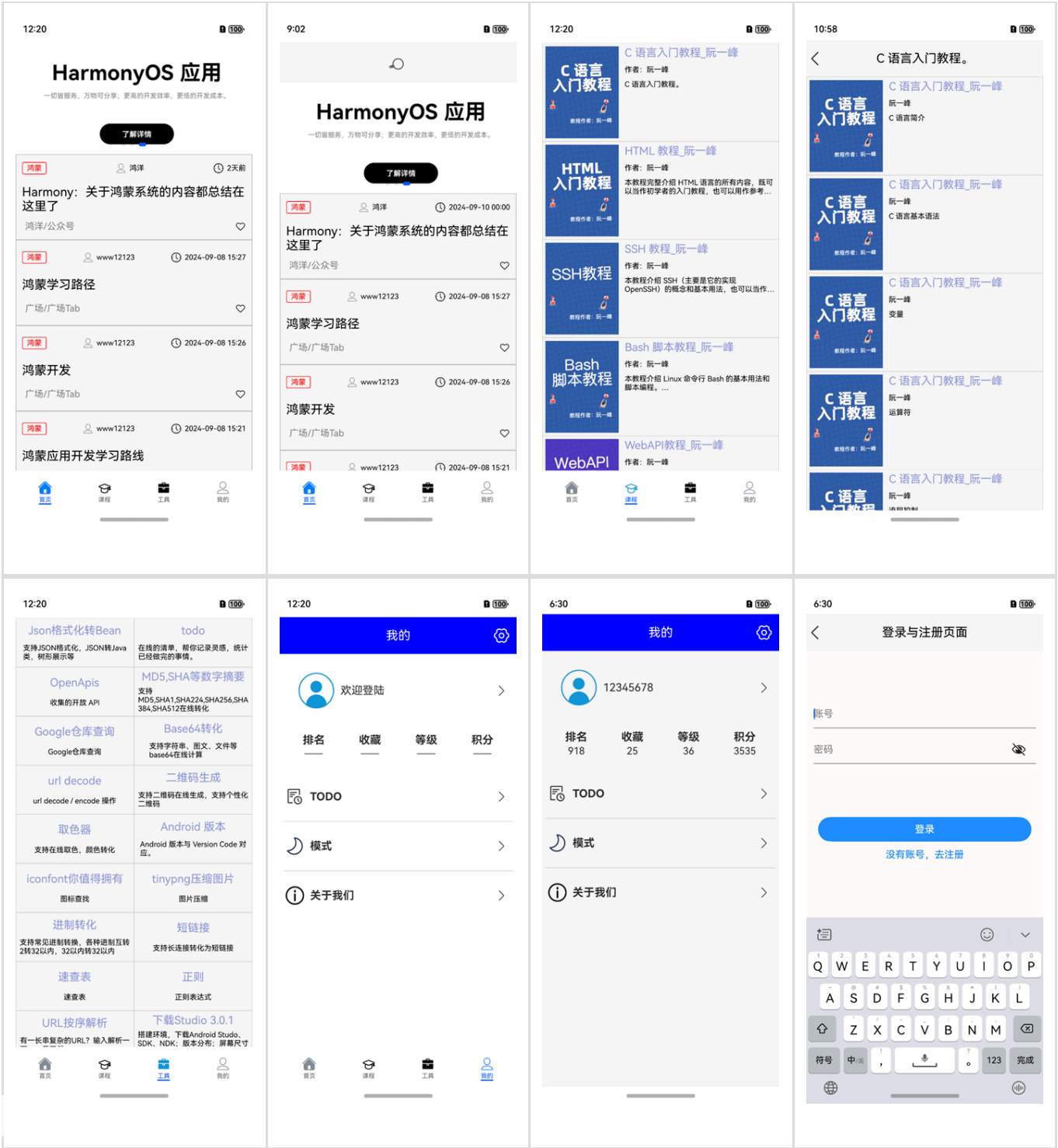
Serialization and deserialization of data classes

Construct tool classes to convert JsonObject to Bean and String to JsonObject

Get network data and update status based on @State, @Prop and other decorators

Custom components based on @Builder decorator, extend existing components (methods), reduce reusable code

Project Preview



3—WanAndroidHM

Project Ownership：Personal Project (Open Source)

Project Name：WanAndroidHM

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

Software Support：Harmony Full Series

API Version：API Version 12

Development Language：ArkTS+ArkUI

Development Tools：DevEco Studio 4.0 Release+Node(16.20.1)+ohpm(1.2.5)

Project Description：This project is a Harmony open source hap based on the open API of WanAndroid website. It is an application that supports the full Harmony series developed using Harmony layout, components, and API.

Functional Modules：Home, Navigation, Project, Message, Me, etc.

Technical Points：

Use Tabs + TabBar to build bottom navigation framework, implementing multi-module switching and page management

Send network requests based on @ohos.net.http, use Promise to simplify asynchronous operation process

Manage network data binding and state updates through @State, @Prop and other decorators

Use @Builder, @Extend and other decorators to encapsulate custom components, reduce reusable code

Use preferences and PersistentStorage to implement user data persistence storage

Based on router, Navigator page routing and component navigation and pageTransition transition animation

Integrate @ohos/pulltorefres to implement page pull-down refresh and pull-up loading functions

Project Preview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WAN ANDROID
WanAndroidHM


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开放API
一起来做个app吧
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问答
官方
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开发环境
Android Studio相关
gradle
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基础知识
Drawable
deep link
基础概念
adb
字符编码
线程池
Span
多线程与并发
Apk诞生记
序列化
多进程
四大组件
Activity
Service
BroadcastReceiver
ContentProvider
Intent
Context
handler
常用控件
基础UI控件
ListView&GridView
ViewPager
Fragment
ScrollView
用户交互


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我们经常会写一些包含大量模版代码的 Demo 应用，例如包含不同演示用例...
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新回
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评论回复
2021-06-18 17:40
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等级
积分
常用功能
工具
问答
消息
课程
待办清单
分享文章

4—BookHM

Project Ownership：Personal Project (Open Source)

Project Name：BookHM

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

Software Support：Harmony Full Series

API Version：API Version 10

Development Language：ArkTS+ArkUI

Development Tools： DevEco Studio 4.0 Release+Node(16.20.1)+ohpm(1.2.5)

Project Description： This is a reading app OpenHarmony version. Use List and Grid to handle book information display, and use Tabs navigation component at the bottom. This application uses local data to simulate returns.

Functional Modules： Reading, Bookshelf, Reading, Me

Technical Points：

Build bottom navigation framework based on Tabs+tabBar

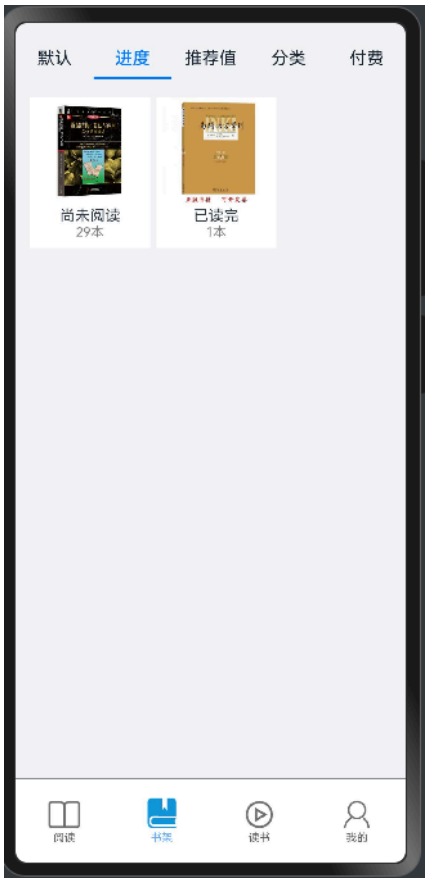
Update status based on @State, @Prop and other decorators

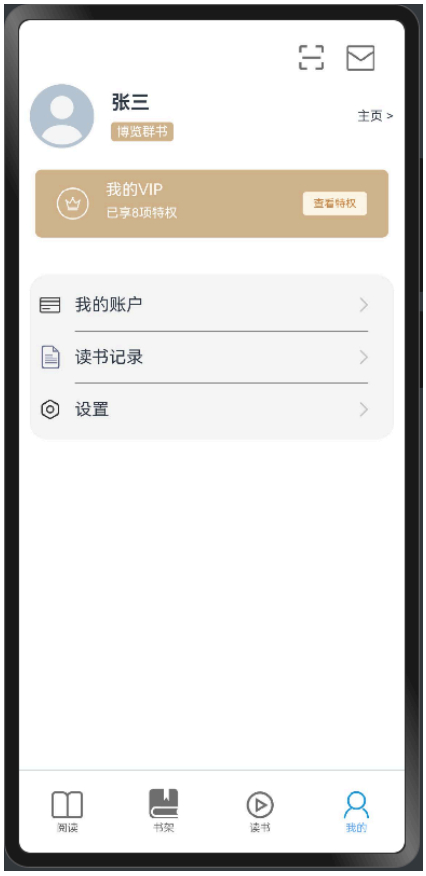
Monitor tab switching and set corresponding Tab data based on `@Watch('changeTab')`

Custom components based on @Builder, @Extend and other decorators, reduce reusable code

Based on router, Navigator page routing and component navigation and pageTransition transition animation

Project Preview





2. Android Projects

1—SwiperAndroid

Project Ownership: Personal Project

Project Name: SwiperAndroid(Private)

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

Software Support: Android

Development Tools: Android Studio(2025.2.2)+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.

Functional Modules:

Home: Local / Following / Recommended multi-tab content stream, supporting left-right swipe switching

Gallery: Image waterfall flow display, supporting categories and pagination loading

Publish: Content publishing entry, including interactive animation feedback

Message: System notifications and user interaction messages

Me: User information, works list and settings management

Technical Points:

Architecture Design: Adopts MVVM architecture, implements UI and business logic decoupling based on ViewModel

UI Framework: Uses Jetpack Compose to build declarative UI, implementing responsive layout and smooth animation

State Management: Manages page state and side effects through Compose State + LaunchedEffect + ViewModel

Network and Data: Integrates Retrofit + OkHttp + Gson + Coroutines, implementing efficient asynchronous network requests and data parsing

Video Playback: ExoPlayer implements list auto-playback, full-screen switching and playback control (StyledPlayerView)

Image Processing: Glide implements efficient caching and loading, optimizing long list scrolling performance

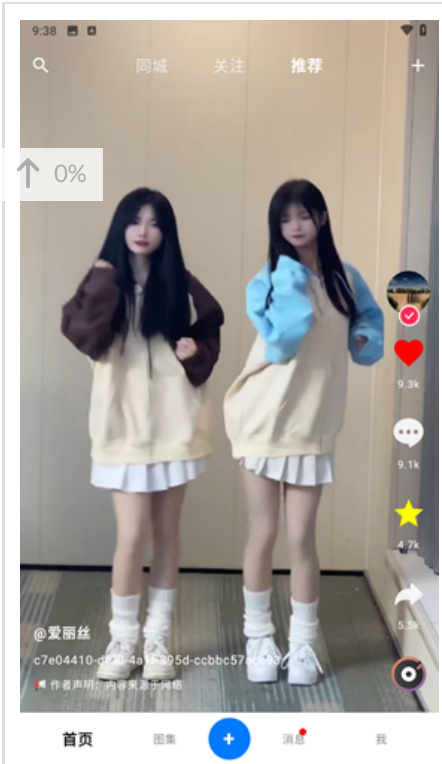
Gesture Interaction: Based on Compose gesture API to implement image zooming, sliding down to close and other immersive interactive experiences

Screen Adaptation: Responsive layout + WindowInsets, adapting to notch screens, system bars and various screen sizes

Build and Dependencies: Gradle Kotlin DSL + Version Catalog + Compose BOM unified management of dependencies and versions

Multi-ABI Support: Reasonably split ABI, improve installation package size and compatibility

Project Preview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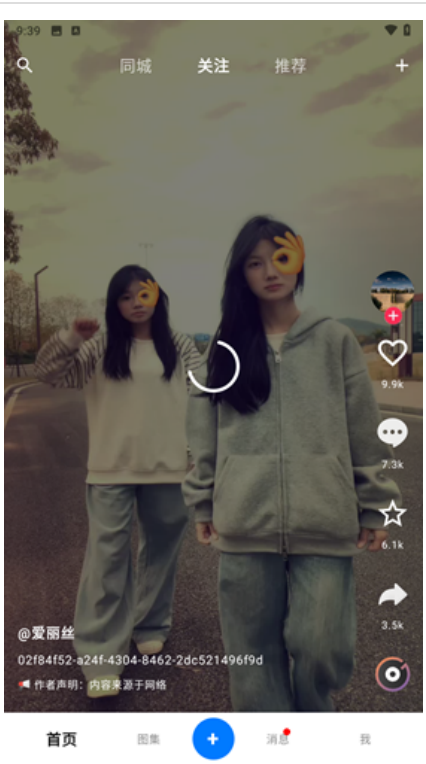
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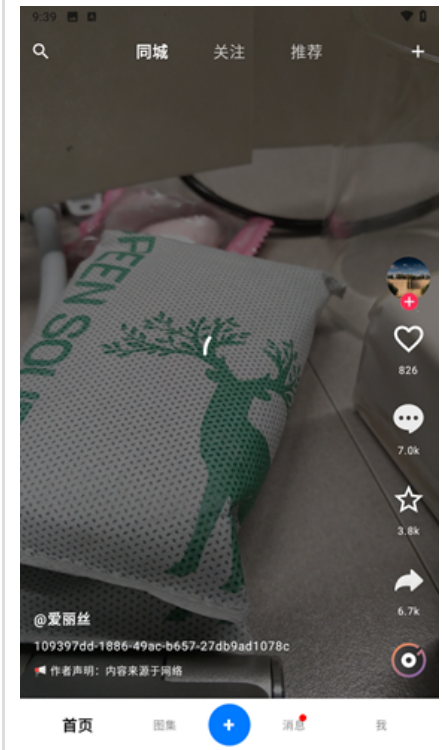
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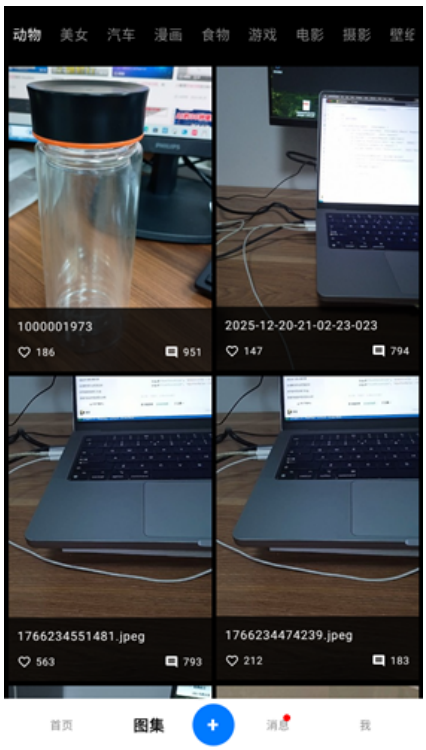
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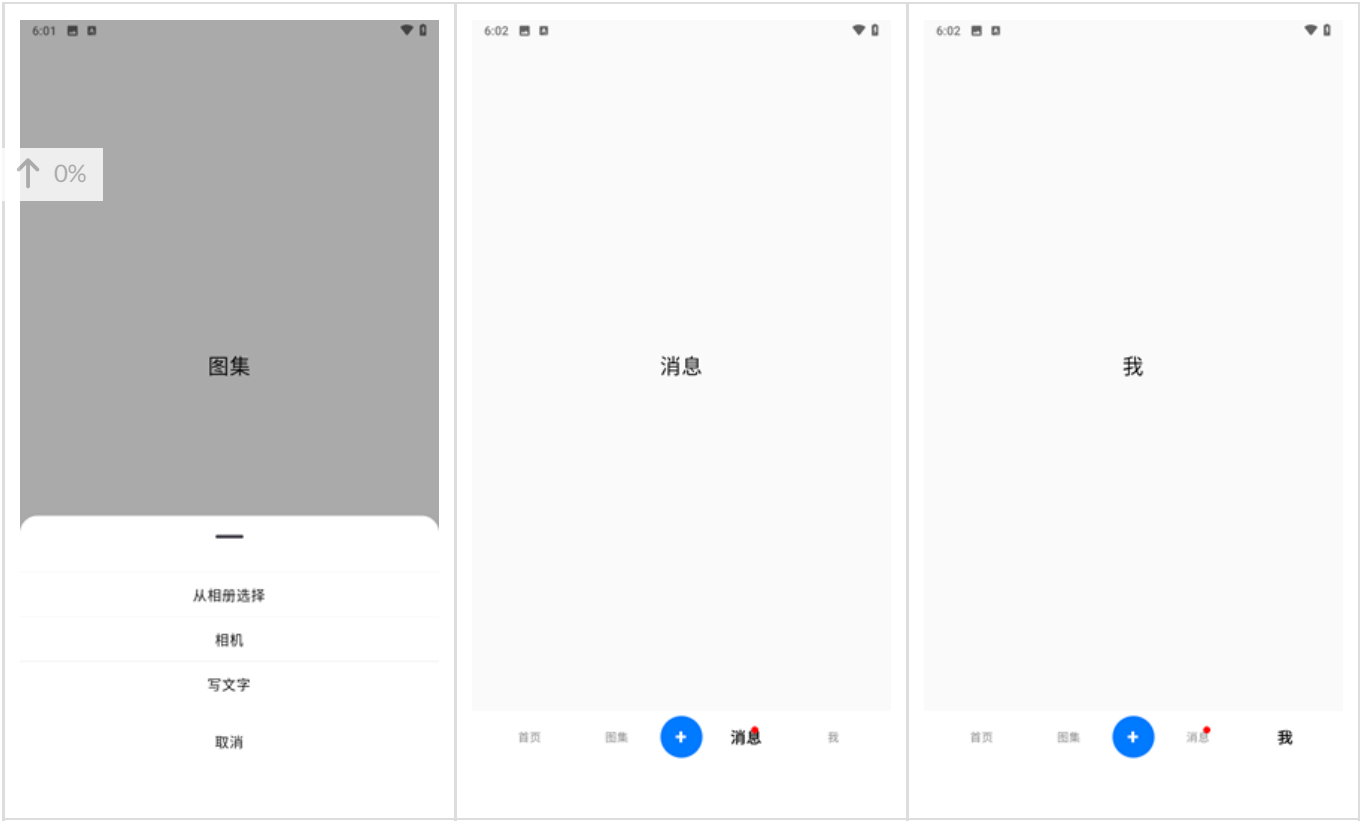


2—WanAndroid_ComposeUI

Project Ownership： Personal Project

Project Name： WanAndroid_ComposeUI

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

Software Support： Android

Development Tools： Android Studio(2022.2.1)+Java(17.0.6)+Gradle(8.0-bin)+Kotlin(1.7.20)

Project Description： This project is an Android ComposeUI open source App based on the open source API of WanAndroid website. With the help of ComposeUI's layout (Row, Column, Box) and components (Text, Button, Card, TabRow, etc.), it quickly implements interface layout and timely view interface preview, uses Okhttp3 + Retrofit2 + Converter-Gson to execute network requests and data encapsulation, and quickly realizes personal App development.

Functional Modules： Home, Navigation, Project, Message, Me, Settings, etc.

Technical Points：

Build project network access framework based on Okhttp3 + Retrofit2 + Converter-Gson

Automatically save login Cookie based on PersistentCookieJar

Build MVVM framework based on Lifecycle-Viewmodel

Build page navigation based on navigation-compose

Implement pagination layout support based on accompanist-pager

Implement page refresh based on accompanist-swiperefresh

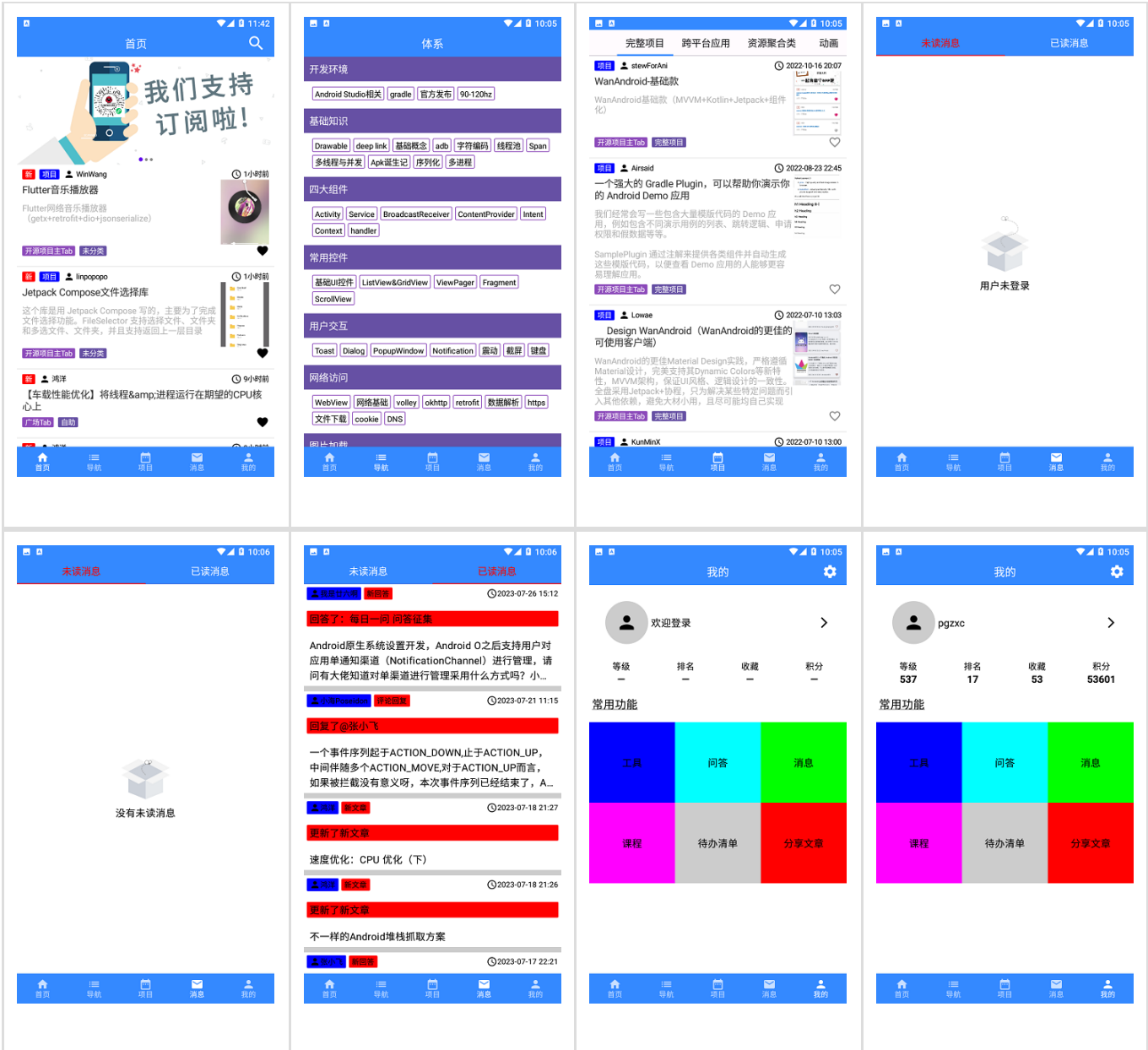
Display web page details based on accompanist-webview

Implement flow layout based on accompanist-flowlayout

Save permanent storage data based on mmkv

material-icons-core, material-icons-extended use system icons

Project Preview



3—Live

Project Ownership： Personal Project

Project Name： Android Project—Live

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.

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

Technical Points：

Build development framework based on Bottom Bar + Fragmentation + DataBinding

Implement push streaming (PLDroidMediaStreaming) and pull streaming (PLDroidPlayer) based on Qiniu Cloud

Implement live room chat based on Huanxin chat room

Implement multiple layouts based on BaseRecycleViewAdapterHelper

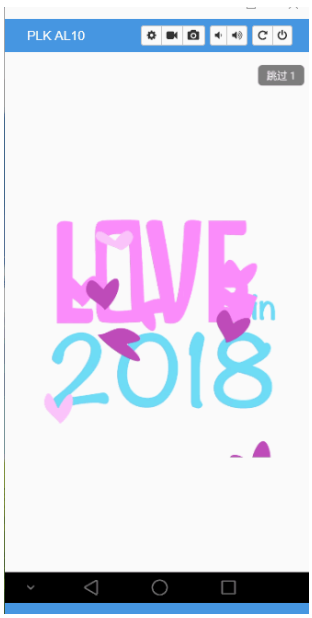
Implement pull-down refresh and pull-up loading based on SmartReFreshLayout

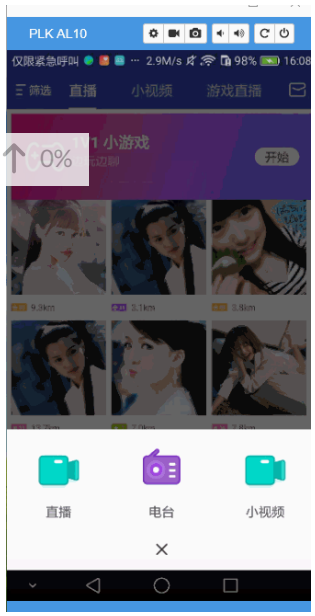
Implement heart animation based on HeartLayout

Implement chat bullet screen and gift effects based on ViewAnimator

Use RAP to simulate interface data

Project Preview




PLK AL10
直播
电台
小视频


PLK AL10
关注


PLK AL10
关注


PLK AL10
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映币贡献榜
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收益
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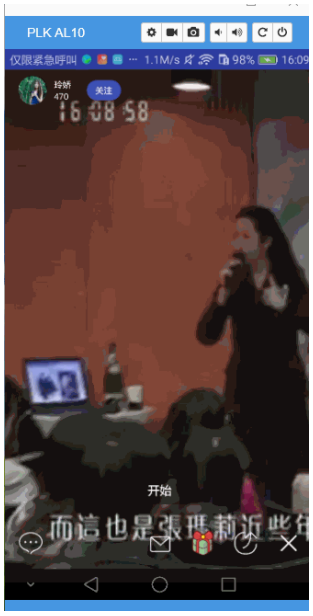
账户
100000砖石


PLK AL10
开始

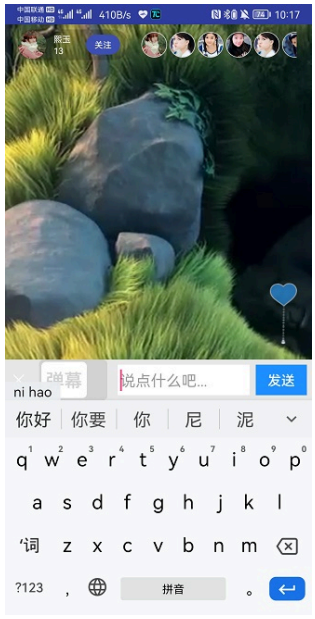

PLK AL10
开始


PLK AL10
举报
华琳
关注
私信
@Ta
主页


PLK AL10
赠送礼物
充值>
发送


PLK AL10
x3
赠送礼物
发送


PLK AL10
x5
赠送礼物
充值>
发送


关注
说点什么吧...
发送
ni hao
你好
你要
你
尼
泥


关注
1: 你好
hello
1: 再见
弹幕
说点什么吧...
发送

3. iOS Projects

1. SwiperIOS

Project Ownership: 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(AI Programming Assistant)

Project Description: SwiperIOS is a high-fidelity Douyin + Xiaohongshu 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; adopting MVVM architecture and unified network layer encapsulation, dark immersive vision and gesture interaction are close to native applications

Functional Modules:

Home: Vertical swipe (Swiper) full-screen video, auto-play when entering the viewport, auto-pause when leaving, and auto-pagination loading at the end

Gallery: Two-column adaptive waterfall flow, dynamic column width and spacing, click on the image to enlarge the full screen and support pinch-to-zoom

Publish: Bottom middle raised publish button triggers pop-up window, providing album/camera/text entry

Message: List page and bottom navigation red dot reminder

Me: Personal page basic structure, can be expanded later with works, collections, drafts and settings

Technical Points:

Routing and Navigation: SwiftUI TabView + componentized file structure, implementing top tabs and bottom navigation

Vertical Pagination: Encapsulate UIPageViewController vertical pagination, index synchronization and switching notifications

Custom Components: BottomTabBar middle raised publish button, selected item elastic scaling animation

Architecture and State: MVVM + ObservableObject/@Published, decoupling view and data flow

Network Layer: Encapsulate APIService to uniformly manage requests, underlying APIClient based on Alamofire + ObjectMapper

Data Mapping: Universal response model + business model JSON mapping, compatible with old/new fields

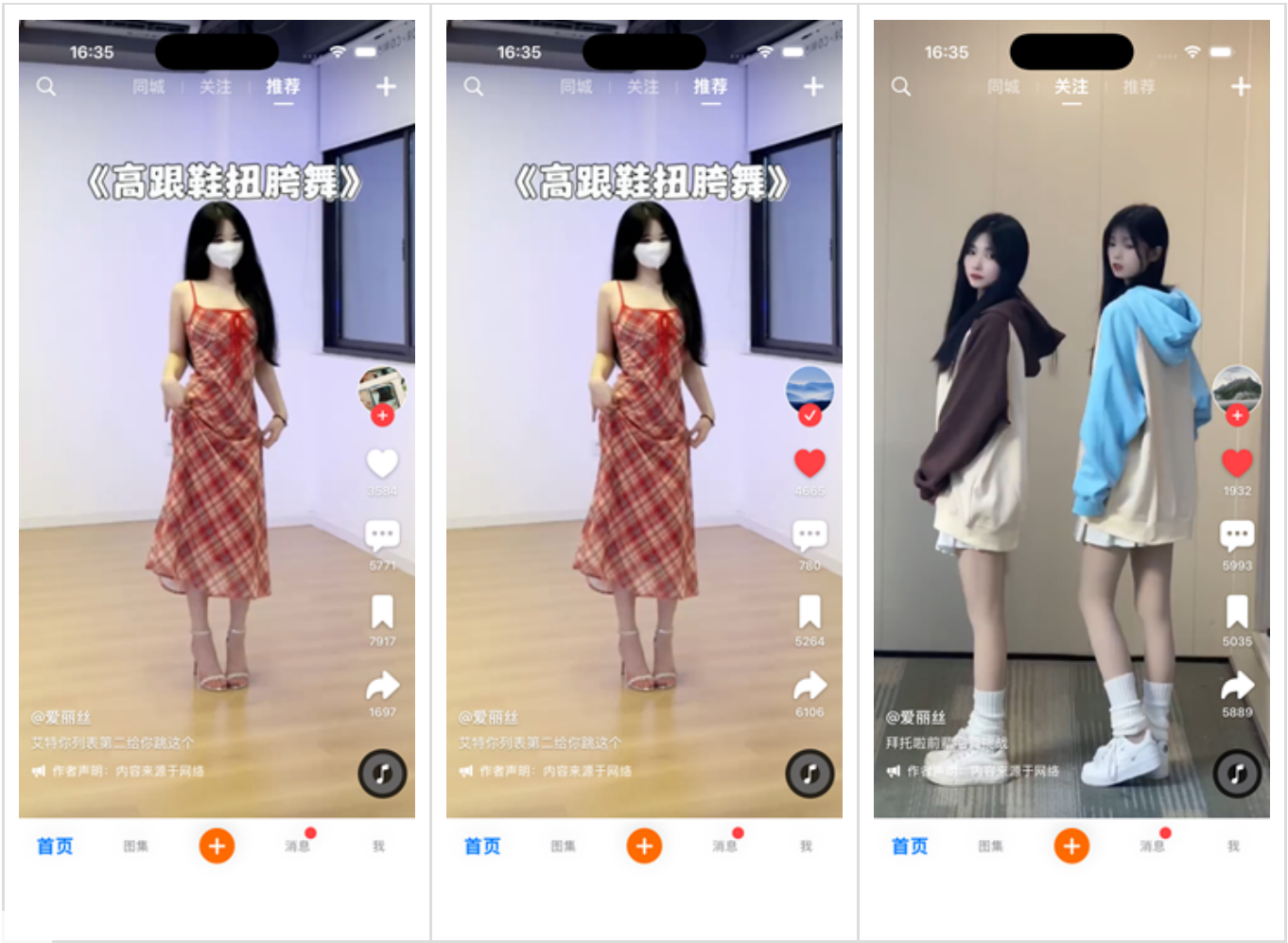
Interface Layout: Gallery waterfall flow dynamic column width and spacing, two-column staggered optimization of visual density

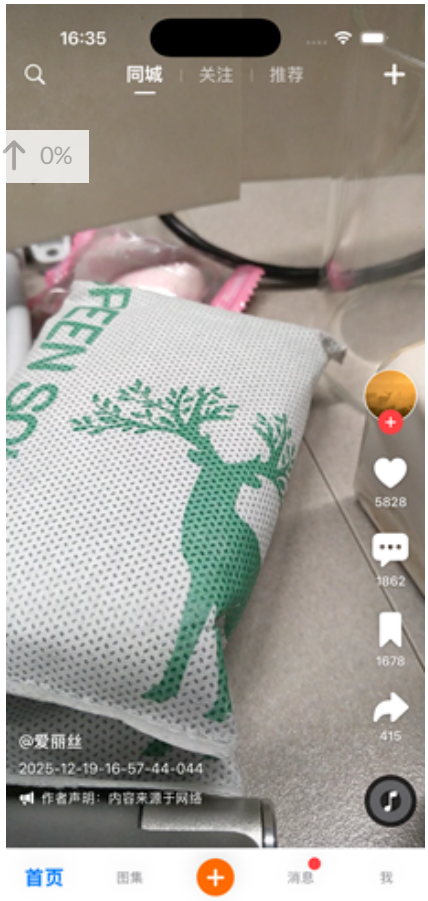
Adaptation and Immersion: GeometryReader + safeAreaInsets responsive layout, content penetration status bar

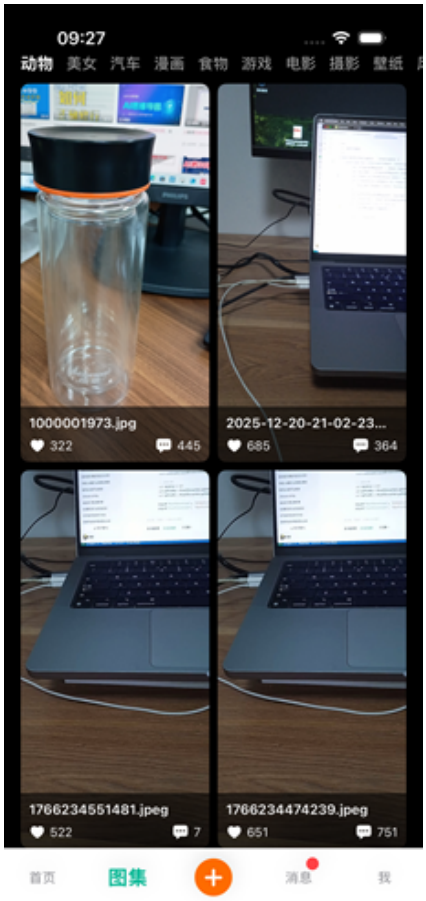
Video Playback: AVPlayer viewport enter auto-play/leave pause, buffer indication and loop playback

Build and Dependencies: CocoaPods management dependencies, Fastlane scripted multi-environment packaging and publishing

Project Preview




16:35
同城
关注
推荐
0%
5828
1862
1678
415
@爱丽丝
2025-12-19-16-57-44-044
作者声明：内容来源于网络
首页
图集
消息
我


09:27
动物
美女
汽车
漫画
食物
游戏
电影
摄影
壁纸
1000001973.jpg
322
445
2025-12-20-21-02-23...
685
364
1766234551481.jpeg
522
7
1766234474239.jpeg
651
751
首页
图集
消息
我


09:27
1766234551481.jpeg
522
7
1766234474239.jpeg
651
751
首页
图集
消息
我


21:58
图集
从相册选择
相机
写文字
取消


21:58
消息
首页
图集
消息
我


21:58
我
首页
图集
消息
我

2—WanAndroid_SwiftUI

Project Ownership：Personal Project

Project Name：WanAndroid_SwiftUI

Project Address：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.

Functional Modules：Home, Navigation, Project, Message, Me, etc.

Technical Points：

Use TabView+NavigationStack to build the main project framework

Encapsulate API interfaces and routing management, including BaseURL, methods, paths and parameters, to achieve unified management of network requests

Alamofire sends network requests, combined with AlamofireObjectMapper to parse response data into Swift models

Based on MVVM architecture design, using ObservableObject to simplify data and view binding

Integrate SDWebImageSwiftUI for efficient network image loading and caching

Implement user data persistence storage through AppStorage

Use environmentObject to share and manage global application state

Implement SwiftUI home carousel based on ImageCarousel

Project Preview

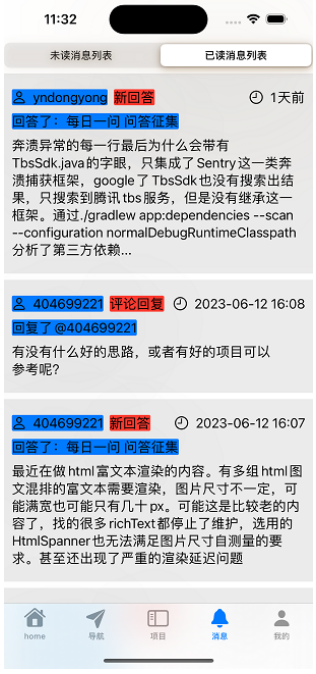

玩Android
开放API
0%
一起来做个app吧
小编 2023-08-03 17:53
【面试秘籍】《2023年 Android 中高级更全面试真题答案解析》原题命中率超高
置顶 干货资源 干货资源
本站发布 xiaoyang 2023-06-07 21:01
每日一问 | Binder是如何做到跨进程权限控...
置顶 问答 官方
本站发布 xiaoyang 2023-05-31 21:20
每日一问 | Java 系列，奇怪的闪退?


开发环境
Android Studio相关 gradle 官方发布
90-120hz
基础知识
Drawable deep link 基础概念 adb
字符编码 线程池 Span
多线程与并发 Apk 诞生记 序列化
多进程
四大组件
Activity Service BroadcastReceiver
ContentProvider Intent Context
handler
常用控件
基础 UI 控件 ListView&GridView
ViewPager Fragment ScrollView


开发环境
Android Studio相关 gradle 官方发布
HaiyuKing 2018-06-04 08:18
【Android Studio安装部署系列】目录
开发环境 Android Studio相关
24K纯帅豆 2017-10-31 19:47
Android Studio3.0更新之路（遇坑必入）
开发环境 Android Studio相关
鸿洋 2017-10-27 09:49
必会 | 手把手带你体验 Android Studio 3.0 的新功能
开发环境 Android Studio相关
guiying712 2017-10-26 23:23
【翻译版本】Android Studio 3.0 发行说明
开发环境 Android Studio相关
恋猫月亮 2017-10-25 23:39
Android注解快速入门和实用解析


完整项目 跨平台应用 资源聚合类
项目 WinWang 2024-01-09 09:39
鸿蒙Harmony版本开眼App
华为鸿蒙Harmony开眼App
(项目整体基于Api9+Stage...
开源项目主Tab 完整项目
项目 hefengbao 2024-01-09 09:29
『京墨』开源免费的古诗词文(名句)、歌后语、成语、...
平台支持
Android 8 及以上...
开源项目主Tab 完整项目
项目 fmtjava 2024-01-09 09:28
一款基于 Jetpack Compose 实现的精美仿开眼视频 Ap...
一款基于 Jetpack Compose 实现的精美仿开眼视频 App(提...
开源项目主Tab 完整项目


未读消息列表 已读消息列表
暂时没有数据哦,点击刷新


未读消息列表 已读消息列表
yndongyong 新回答 1天前
回答了：每日一问 问答征集
奔溃异常的每一行最后为什么会带有TbsSdk.java的字眼，只集成了Sentry这一类奔溃捕获框架，google了TbsSdk也没有搜索出结果，只搜索到腾讯tbs服务，但是没有继承这一框架。通过./gradlew app:dependencies --scan --configuration normalDebugRuntimeClasspath分析了第三方依赖...
404699221 评论回复 2023-06-12 16:08
回复了 @404699221
有没有什么好的思路，或者有好的项目可以参考呢?
404699221 新回答 2023-06-12 16:07
回答了：每日一问 问答征集
最近在做html富文本渲染的内容。有多组html图文混排的富文本需要渲染，图片尺寸不一定，可能满宽也可能只有几十px。可能这是比较老的内容了，找的很多richText都停止了维护，选用的HtmlSpanner也无法满足图片尺寸自测量的要求。甚至还出现了严重的渲染延迟问题


未读消息列表 已读消息列表
yndongyong 新回答 1天前
回答了：每日一问 问答征集
奔溃异常的每一行最后为什么会带有TbsSdk.java的字眼，只集成了Sentry这一类奔溃捕获框架，google了TbsSdk也没有搜索出结
每日一问 问答征集
xiaoyang 2019-08-12 09:58
1. 你有任何想问的问题
2. 任何方向
3. 关键词
都可以直接留言提出。
回答(141)
ljfbest@foxmail.com 2021-04-02 09:27
apk体积相比之前增加了500KB,资源没变,依赖也没变,只是拆分了module,修改了一些build.gradle的配置. 在多dex的情况下,如何分析这种问题嘛?或者是大家有什么好的方式分析dex影响包大小的问题嘛?
鸿洋： @ljfbest@foxmail.com 2021-04-02 14:58
先diff看哪块变多了，大概率是dex文件变多了，R文件增加。
例如：A模块有1000个资源，会生成R文件，内部包含1000个
资源id；假设现在B从不依赖A改成依赖A，那么B的R文件里面


Pgzxc.com
排名 19
收藏 26707
等级 513
积分 51214
常用功能
问答
课程
消息
待办清单
工具
分享项目
分享文章
公众号

3—ZhiHuSwiftUI

Project Ownership：Personal Project

Project Name：ZhiHuSwiftUI (Open Source + AI)

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

Software Support：iOS

Development Tools：MacOS(15.3.2)+Xcode(16.2)+Swift(6.0.3)

Project Description： This is an iOS version of the Zhihu community client developed with SwiftUI, adopting MVVM architecture, with complete community functions. The homepage can view post lists and details; the market column displays topics and columns; the publish button supports users to publish articles and questions; the message list column presents interactive information such as likes, comments, follows, etc.; there is also a personal center to facilitate users to manage personal affairs.

Functional Modules：Home, Market, Publish, Message, Me, etc.

Technical Points：

Use TabView+NavigationStack to build the main project framework

Adopt MVVM architecture (Model + View + ViewModel) to simplify the decoupling of data and view

Use URLSession and async/await to implement efficient network requests and asynchronous programming

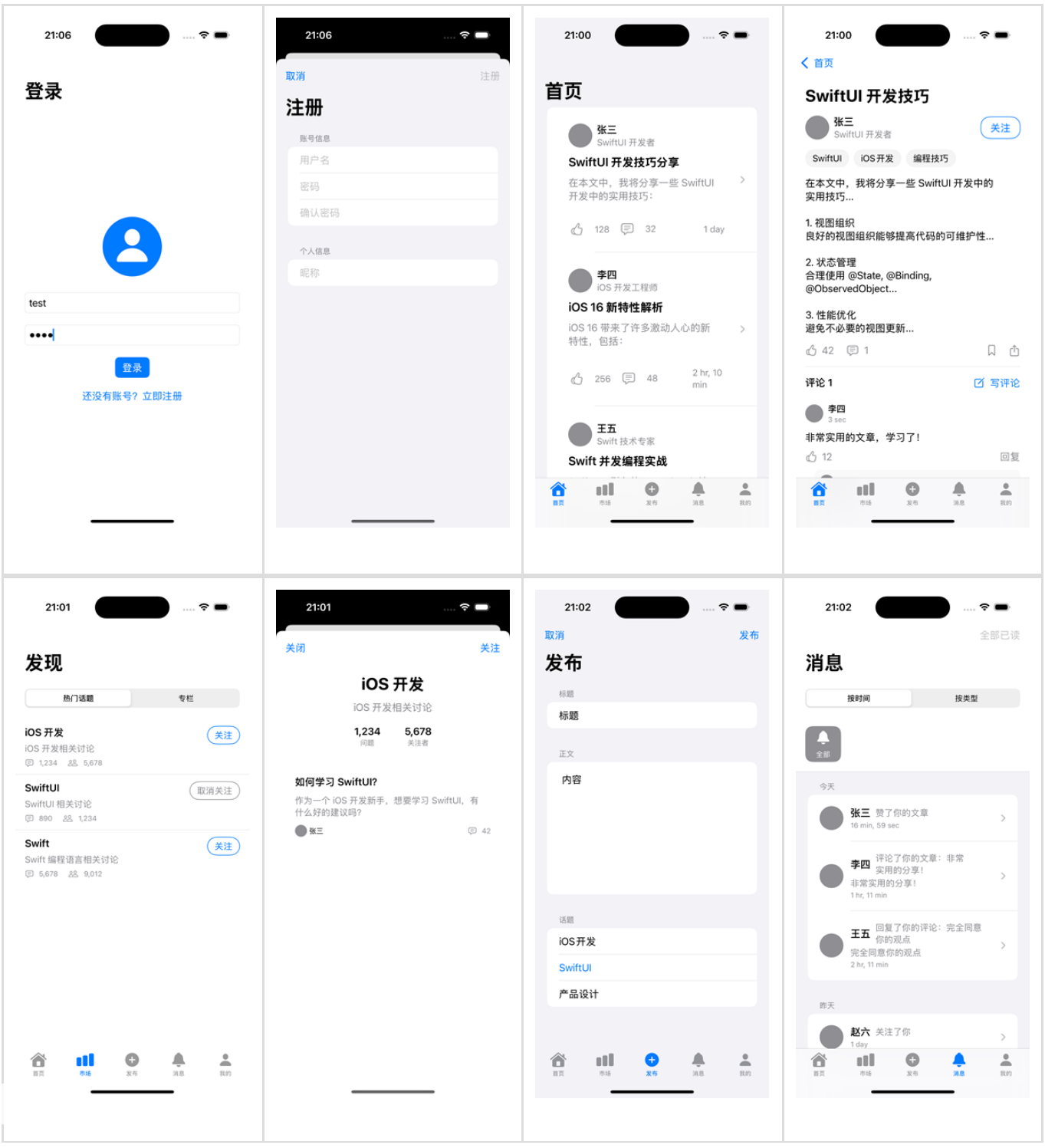
Implement data persistence storage through UserDefaults

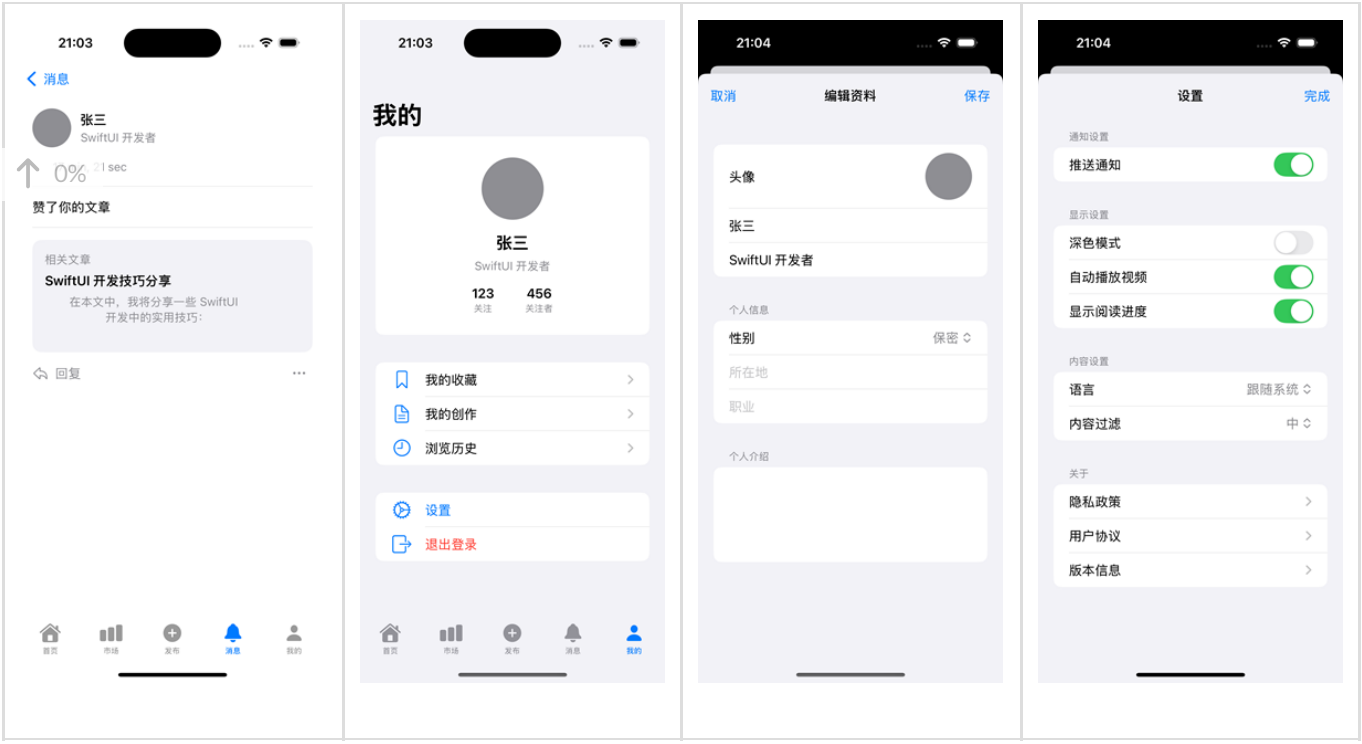
Use @StateObject, @Published, @EnvironmentObject for state management and data sharing

Custom component View to improve code reusability

Mock simulate temporary data

Project Preview





4. Flutter Projects

1—SwiperFlutter

Project Ownership： Personal Project

Project Name: SwiperFlutter(Private)

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

Software Support: Android+IOS+Web+Windows+Mac+Linux

Development Tools: IDEA(2025.3.1)+Flutter(3.38.5)+Trae(AI Programming Assistant)

Project Description : Cross-platform short video + image-text community application independently developed based on Flutter framework, supporting Android / iOS / Web / Windows / macOS / Linux six-end operation, one set of code multi-platform deployment; product form and interactive experience benchmarking Douyin / Xiaohongshu, implementing video stream playback, image waterfall flow browsing and complete user interaction system, with modern UI and full-platform responsive adaptation capabilities.

Functional Modules:

Home: Douyin-style vertical video stream, supporting up-down swipe switching, auto-playback and gesture interaction

Gallery: Image waterfall flow display, supporting category browsing and pagination loading

Publish: Bottom unified publishing entrance, supporting multi-type content publishing

Message: System notifications and user interaction messages

Me: Personal information management and personal content display

Technical Points:

Cross-platform Development: Based on Flutter + Dart, one set of code multi-end adaptation

Architecture Design: Adopts MVVM architecture, UI and business logic decoupling, improving code maintainability

State Management: Uses Riverpod to manage global and page state, ensuring state predictable and testable

Network and Data: Dio + interceptor + data cache, combined with json_serializable automatic serialization

Video Playback: Based on video_player, supporting auto-playback, gesture control and lifecycle management

Image Optimization: Uses cached_network_image to implement image caching, improving list scrolling performance

Waterfall Layout: Implements image waterfall flow display through flutter_staggered_grid_view

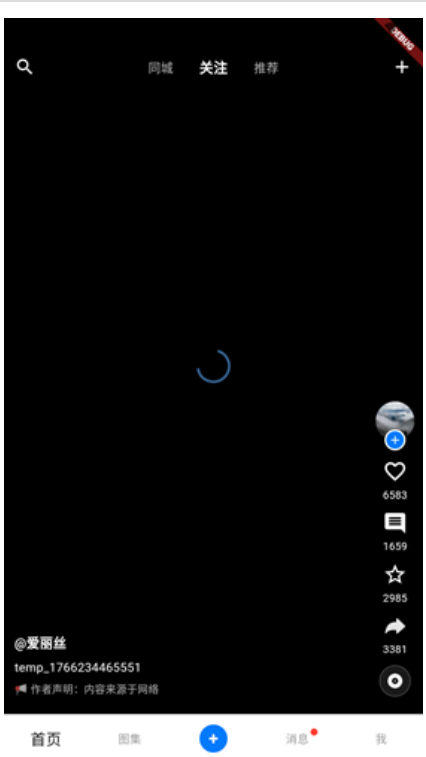
UI Components: Uses flutter_svg to support vector icons, building modern UI style

Screen Adaptation: Adopts responsive layout scheme, adapting to different screen sizes and resolutions

Project Preview


6:47
同城 关注 推荐
0%
4774
2970
597
4299
@爱丽丝
拜托啦前辈宅舞挑战
作者声明：内容来源于网络
首页 图集 消息 我


6:48
同城 关注 推荐
4775
2970
598
4299
@爱丽丝
拜托啦前辈宅舞挑战
作者声明：内容来源于网络
首页 图集 消息 我


同城 关注 推荐
6583
1659
2985
3381
@爱丽丝
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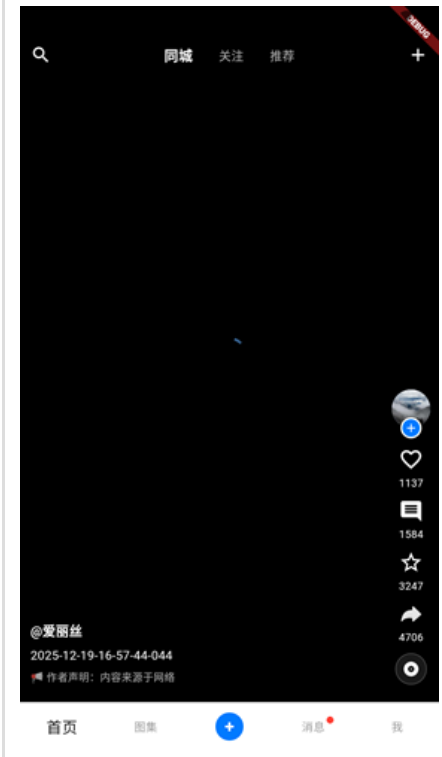
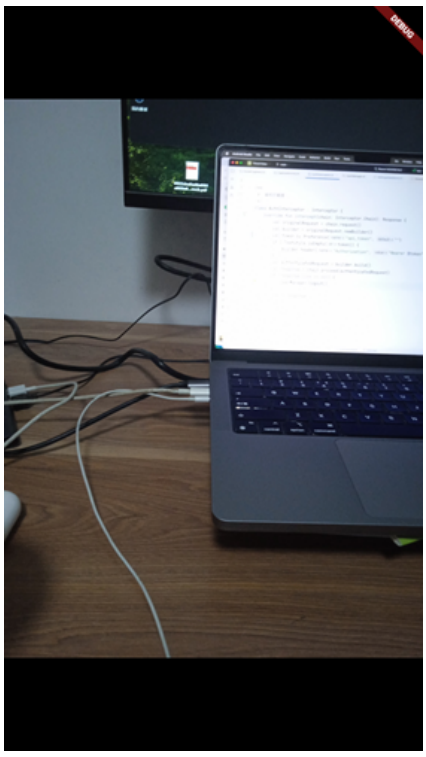
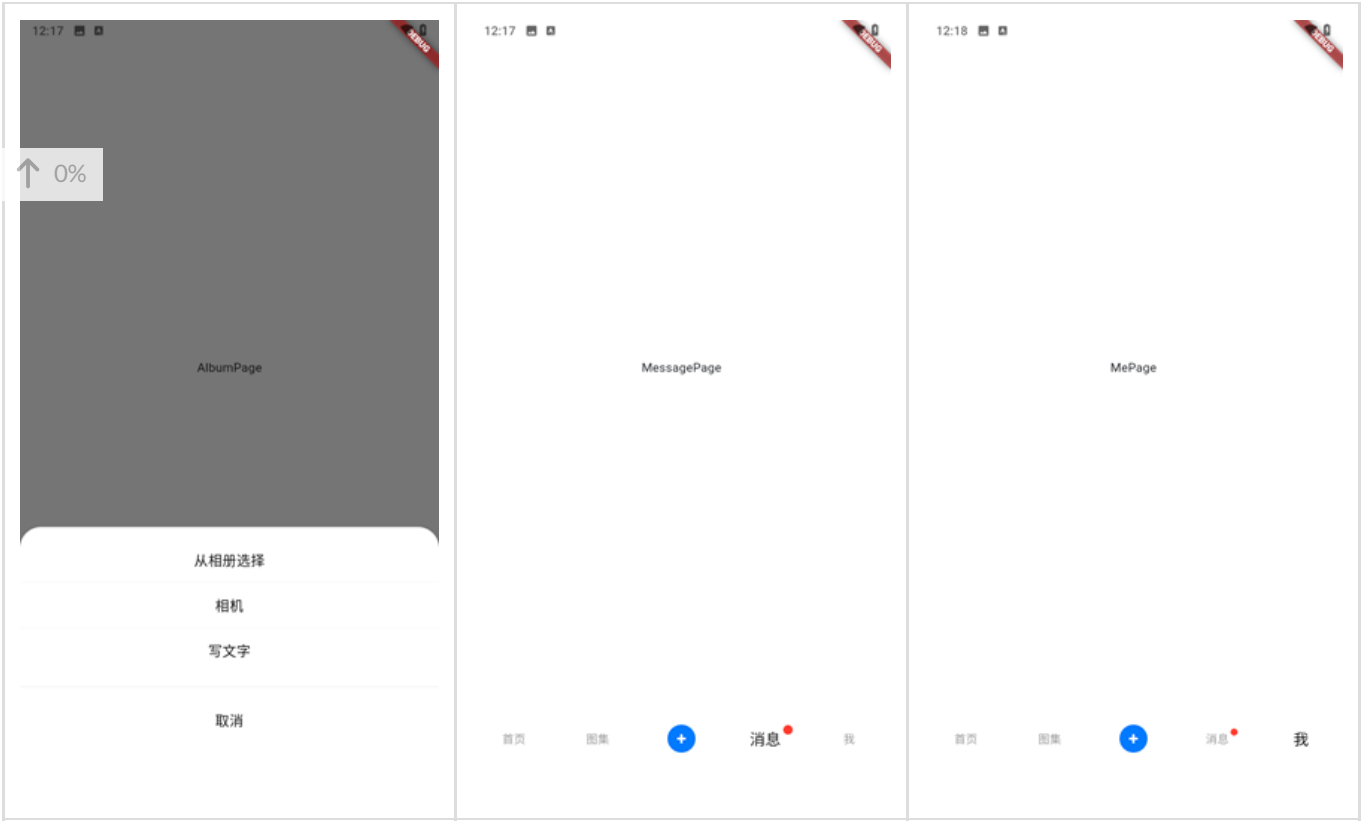
作者声明：内容来源于网络
首页 图集 消息 我


同城 关注 推荐
1137
1584
3247
4706
@爱丽丝
2025-12-19-16-57-44-044
作者声明：内容来源于网络
首页 图集 消息 我


动物 美女 汽车 漫画 食物 游戏
1000001973.jpg 69 1000
2025-12-20-21-02-23... 954 896
首页 图集 消息 我





2—Flutter-WanAndroid

Project Ownership： 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.

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

Technical Points：

Build development framework based on GetX+getWidget

Build network requests based on GetX-GetConnect

Encapsulate network return results based on json_serializable+build_runner

Save user login results and language/theme settings based on shared_preference

Implement pull-down refresh and pull-up loading based on flutter_pulltorefresh

Implement preview effect display during network requests based on shimmer

Display web page effects based on webview-flutter

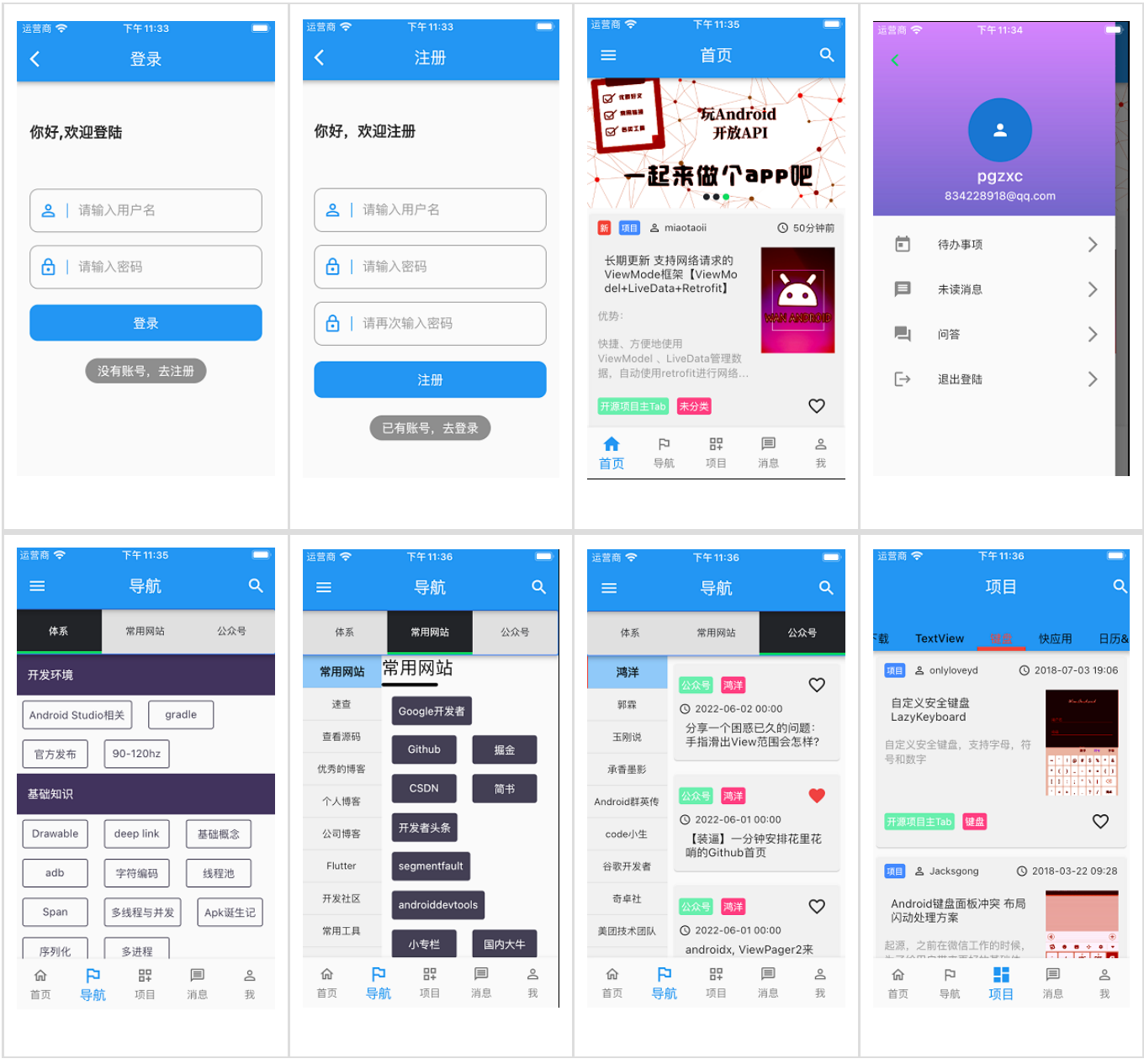
Set project startup default screen based on flutter_native_splash to prevent white screen

Cache list items based on KeepAliveWrapper to prevent multiple loading

Display unread messages based on Google component getWidget-badges

Use flutter_screenutil for screen adaptation

Project Preview



3—Flutter-zhihu-getx

Project Ownership：Personal Project

Project Name：Flutter_zhihu_getx(Open Source)

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

Software Support：Android+IOS

Development Tools：IDEA Community Edition 2022.2.4+Flutter(3.7.3)

Project Description：This project is a cross-platform open source project imitating Zhihu App, built with Flutter, supporting both Android and iOS dual-end operation. The project is based on GetX state management framework, combined with multiple open source UI component libraries to implement core modules such as home page, recommendation, following, Q&A, etc.

Functional Modules： Home, Following, Publish, Membership, My

Technical Points：

0%

Build project development framework based on GetX+nav_sheet

Separate view View and controller Controller based on GetX, and combine them through bindings

Implement pull-down refresh and pull-up loading based on flutter_pulltorefresh

Implement staggered image list display based on staggered_grid_view

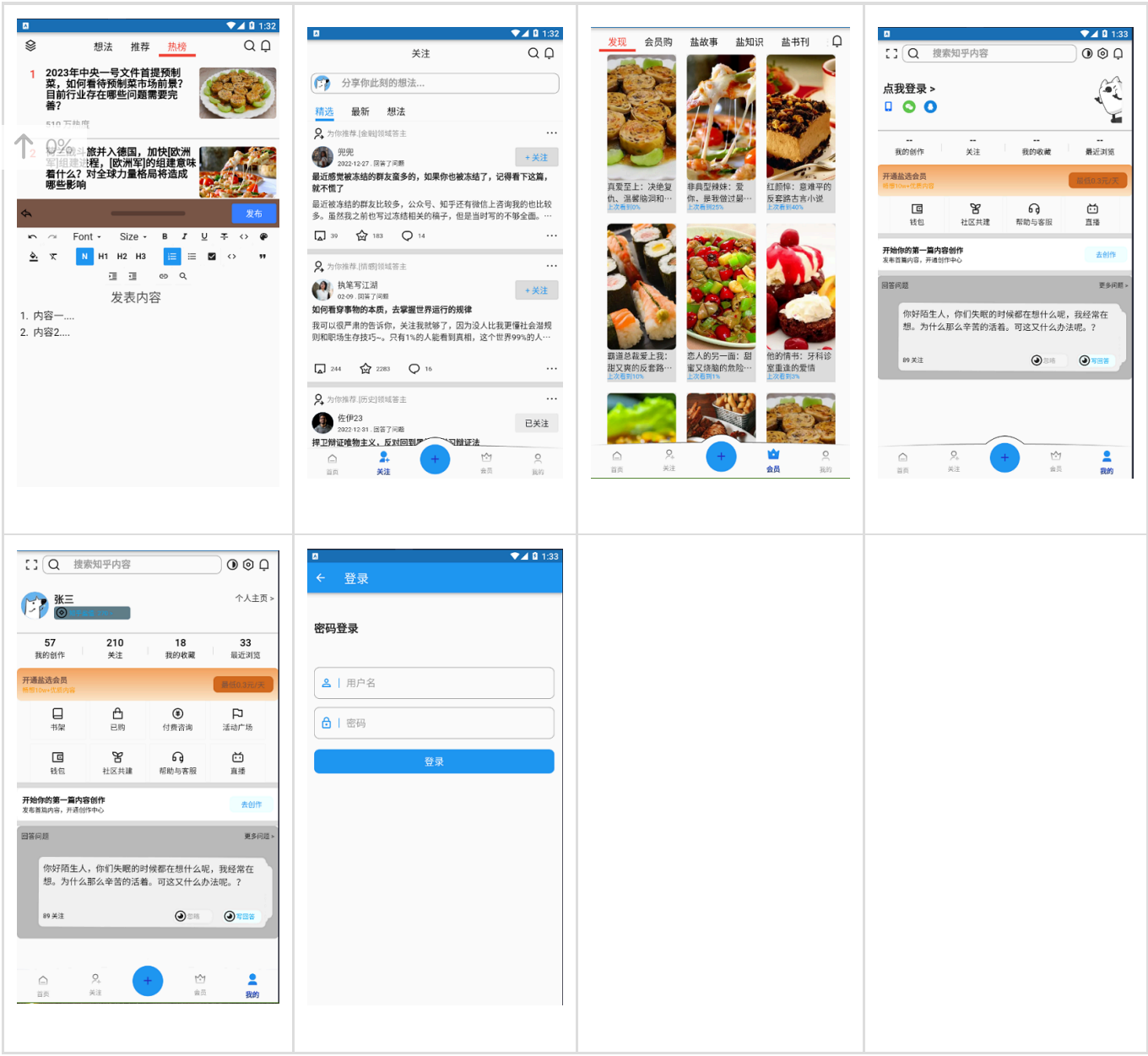
Implement rich text editor based on flutter_quill

Implement swipe to remove previous card to get next card information based on flutter_tindercard

Cache list items based on KeepAliveWrapper to prevent multiple loading

Implement icons and components in the project based on getwidget, remixicon, font_awesome_flutter

Project Preview



5. React Native Projects

1—SwiperRN

Project Ownership： Personal Project

Project Name： SwiperRN (Private)

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

Software Support： Android+iOS+Web

Development Tools : VS Code+Trae(AI Programming Assistant)+Java(17.0.15)+Node(25.2.1)+Yarn(1.22.22)+react-native(0.81.5)+Expo(54)

Project Description： SwiperRN is a high-fidelity Douyin + Xiaohongshu cross-platform short video & image-text community application, developed based on React Native + Expo ecosystem,

combined with api.apiopen.top free open interface, realizing full-screen video vertical swipe, image note waterfall flow, dynamic publishing, message notification and other complete social experiences. Supports iOS, Android, Web three ends truly write once run everywhere, visual effects and interactive experience close to native applications.

Functional Modules:

Home: Douyin-style full-screen video vertical swipe (Swiper), auto-play + gesture pause, support pull-down refresh, pull-up load more

Gallery: Xiaohongshu-style two-column/three-column adaptive image waterfall flow, dynamic height, click to enlarge to view details

Publish: Support shooting/album selection of videos, images, multi-image upload, rich text title + topic tags, call interface one-click publish

Message: Likes, comments, follows, system notification list, real-time red dot reminder, can jump to corresponding content

Me: Personal homepage grid/list display works, favorites, drafts, settings and night mode switching

Technical Points:

Routing and Navigation: Based on Expo Router to implement file system routing system

Custom Components: BottomTabBar middle raised button and dynamic scaling effect

Type System: Based on TypeScript for type definition, ensuring code quality and maintainability

Network Request: Encapsulate ApiService (fetch/axios) to uniformly manage network requests

UI Layout: Implement image waterfall flow layout, dynamically calculate column height and image position

Gesture Interaction: React Native Gesture Handler implements swipe switching

Animation Effects: React Native Animated and Reanimated high-performance animations

Adaptation Scheme: SafeAreaContext and Dimensions API responsive layout

Video Playback: expo-av + FlatList implements "enter viewport auto-play + leave pause", preload next video

Build and Publish: EAS Build multi-environment application packaging and publishing

Project Preview-Android


11:05
同城
关注
推荐
0%
加载中...
6561
570
39
@爱丽丝
御姐范
作者声明: 内容来源于互联网
首页
图集
消息
我


11:05
同城
关注
推荐
加载中...
7725
760
14
@爱丽丝
拜托啦前辈宅舞挑战
作者声明: 内容来源于互联网
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加载中...
7726
760
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@爱丽丝
拜托啦前辈宅舞挑战
作者声明: 内容来源于互联网
首页
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消息
我


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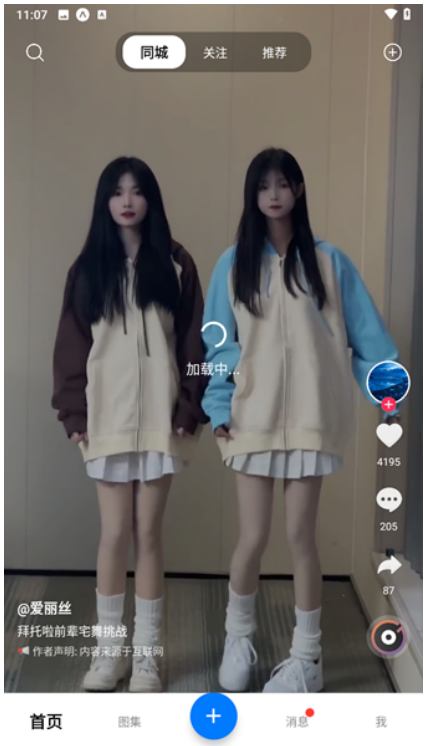
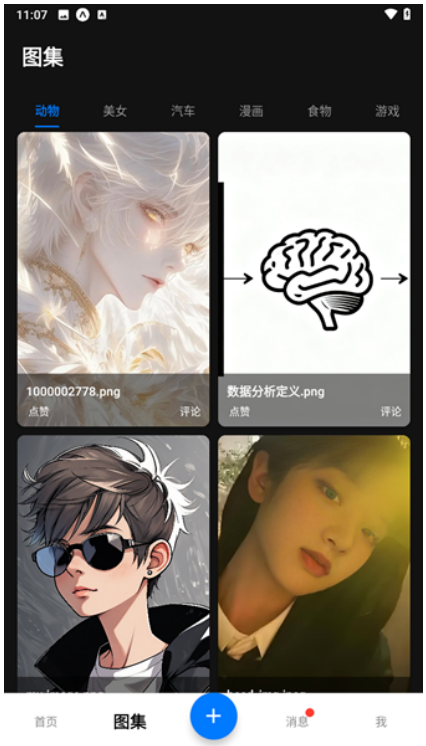
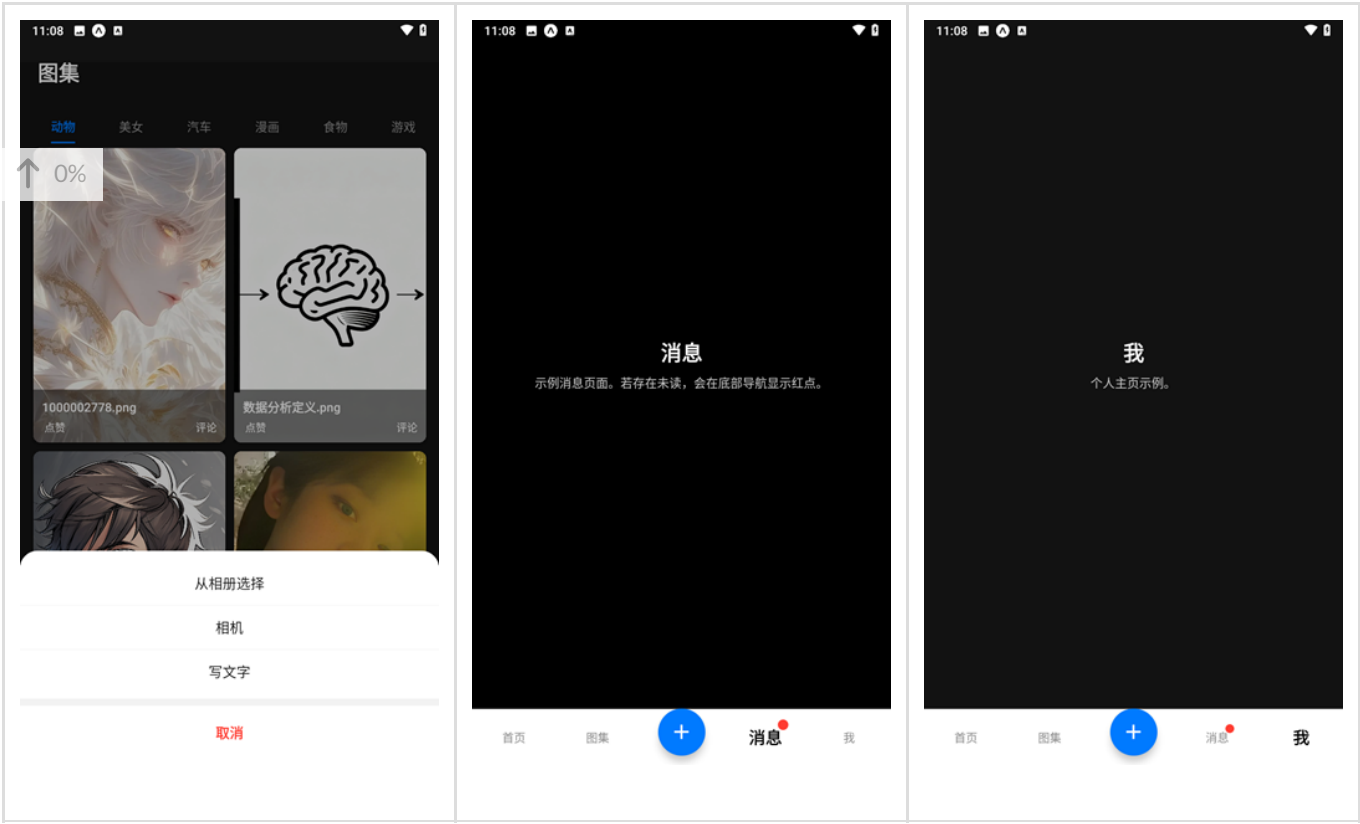
推荐
加载中...
2929
435
93
@爱丽丝
双人简单易学舞蹈
作者声明: 内容来源于互联网
首页
图集
消息
我


11:07
同城
关注
推荐
加载中...
4195
205
87
@爱丽丝
拜托啦前辈宅舞挑战
作者声明: 内容来源于互联网
首页
图集
消息
我


11:07
图集
动物
美女
汽车
漫画
食物
游戏
1000002778.png
点赞
评论
数据分析定义.png
点赞
评论
首页
图集
消息
我



Project Preview-iOS


17:17
同城
关注
推荐
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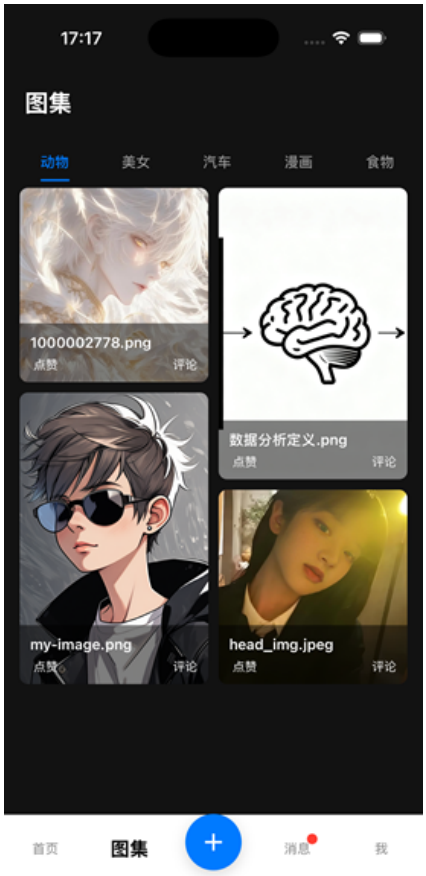
加载中...
2192
898
23
@爱丽丝
双人简单易学舞蹈
作者声明：内容来源于互联网
首页
图集
消息
我


17:17
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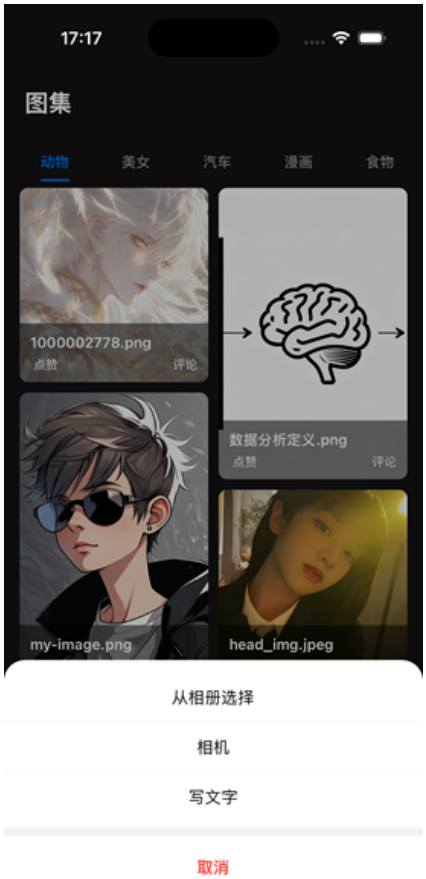
汽车
漫画
食物
1000002778.png
点赞
评论
数据分析定义.png
点赞
评论
my-image.png
点赞
评论
head_img.jpeg
点赞
评论
首页
图集
消息
我


17:17
图集
动物
美女
汽车
漫画
食物
1000002778.png
点赞
评论
数据分析定义.png
点赞
评论
my-image.png
head_img.jpeg
从相册选择
相机
写文字
取消


17:17
消息
示例消息页面。若存在未读，会在底部导航显示红点。
首页
图集
消息
我


17:17
我
个人主页示例。
首页
图集
消息
我

2—WanAndroidRN

Project Ownership：Personal Project

Project Name：WanAndroidRN (Open Source)

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

Software Support：Android+iOS

Development Tools：IntelliJ IDEA+Java(11.0.19)+Node(18.18.2)+Yarn(1.22.19)+react-native(0.72.6)+Expo(49)

Project Description：This project is a React Native open source App built based on the open API of WanAndroid website. With the help of Expo Go development tools, combined with @ant-design/react-native Ant Financial UI library, it realizes cross-platform support for Android and iOS systems, making it convenient for users to access the website.

Functional Modules：Home, Navigation, Project, Message, Me, etc.

Technical Points：

Use React Navigation to build bottom navigation framework, realizing smooth page switching

Adopt Fetch API for network requests, use Promise to simplify asynchronous process

Use React Hooks (useEffect + useState) to implement data fetching and state updates

Design reusable custom components to improve code maintainability and development efficiency

Implement carousel effect based on ant-design/react-native-Carousel

Implement tab switching based on ant-design/react-native-Tabs

Project Preview

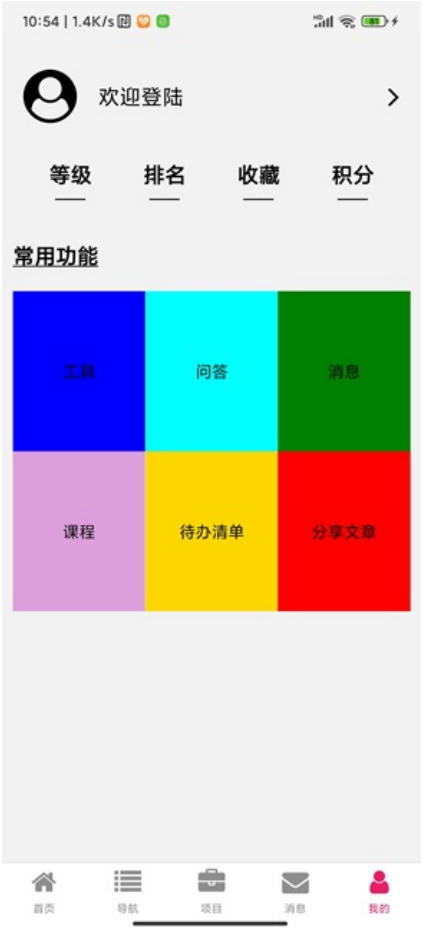

我们支持
订阅啦!
小编
2023-12-13 17:29
纯血鸿蒙即将到来，你做好准备了吗?
置顶
干货资源
干货资源
本站发布
xiaoyang
2023-12-12 16:35
每日一问 | Binder是如何做到跨进程权限控制的?
在framework的代码中，经常看到如下的权限检测的代码:
置顶
问答
官方
本站发布
xiaoyang
2023-05-31 21:20
每日一问 | Java 系列，奇怪的闪退?
package org.example;
置顶
问答
官方
本站发布
xiaoyang
2023-05-24 17:35
每日一问 | Java线程栈的栈溢出 (StackOverflowErr...
当我们递归调用Java方法时，很可能会出现
首页
导航
项目
消息
我的

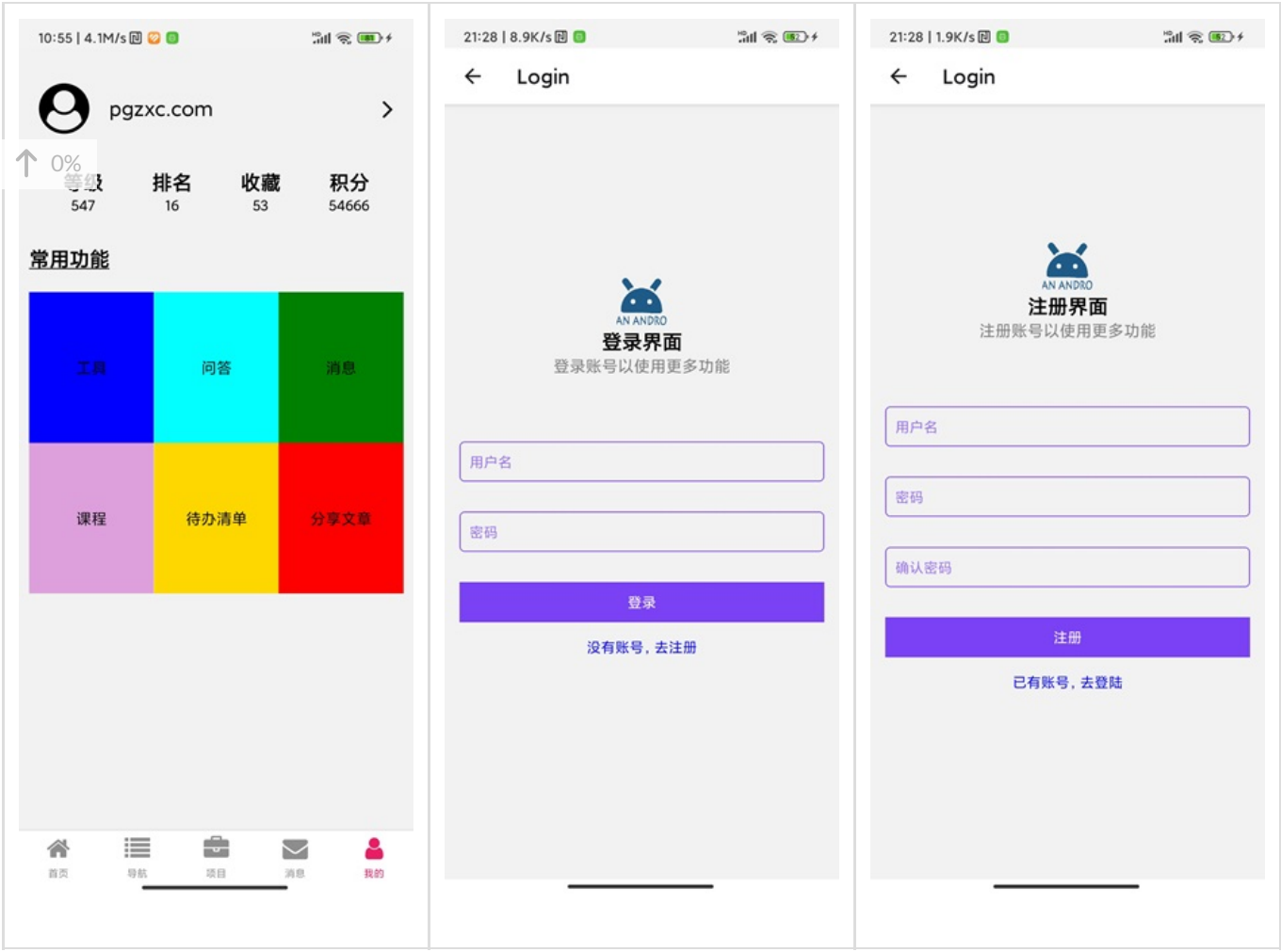

开发环境
Android Studio相关
gradle
官方发布
90-120hz
基础知识
Drawable
deep link
基础概念
adb
字符编码
线程池
Span
多线程与并发
Apk诞生记
序列化
多进程
四大组件
Activity
Service
BroadcastReceiver
ContentProvider
Intent
Context
handler
常用控件
基础UI控件
ListView&GridView
ViewPager
Fragment
ScrollView
首页
导航
项目
消息
我的


完整项目
跨平台应用
资源聚合类
动画
项目
stewForAni
WanAndroid-基础款
WanAndroid基础款
(MVVM+Kotlin+Jetpack+组件化)
开源项目主Tab
完整项目
项目
Airsaid
一个强大的 Gradle Plugin，可...
我们经常会写一些包含大量模版代码
的 Demo 应用，例如包含不同演示...
开源项目主Tab
完整项目
项目
Lowae
Design WanAndroid (WanA...
WanAndroid的更佳Material Design
实践，严格遵循Material设计，完美...
开源项目主Tab
完整项目
项目
KunMinX
旦用难回 MVI-Dispatcher 绝...
唯一可信源成熟态，自动消除 高频痛
点。
开源项目主Tab
完整项目
项目
huanglinqing123
MVVM开源项目出行防疫App
出行防疫App是一款MVVM模式的
App，采用了组件化、Aroute、协程...
开源项目主Tab
完整项目
首页
导航
项目
消息
我的


未读消息
已读消息
没有未读消息
首页
导航
项目
消息
我的


未读消息
已读消息
鸿洋
系统消息
2022-12-29 20:05
掘金年度创作者榜单 - Android 前 10 的独苗了，大家支持一...
掘金年度创作者榜单 - yechaoa是唯一一个Android 前 10
的独苗了，大家支持一波吧，网页可以投票 8 票，app可...
doug feng
新回答
2021-06-29 11:25
回答了：每日一问 | Dialog 的构造方法的 context 必须传入 A...
鸿洋
评论回复
2021-06-18 17:40
回复了@DaveBoy
我晚点帮忙处理下图片~~ 估计答主不太好操作。
DaveBoy
评论回复
2021-06-18 14:17
回复了@dafasoft
我看你有些图裂了
dafasoft
新回答
2021-06-04 11:18
回答了：每日一问 | Dialog 的构造方法的 context 必须传入 A...
看到回家的诱惑已经把context、token、windowToken
的关系说的很全面了，我在这里做一些补充，既appWin...
去百度找洋神
评论回复
2021-05-27 16:46
回复了@鸿洋
首页
导航
项目
消息
我的


欢迎登陆
等级
排名
收藏
积分
常用功能
工具
问答
消息
课程
待办清单
分享文章
首页
导航
项目
消息
我的



3—ZhiHuRN

Project Ownership：Personal Project

Project Name：ZhiHuRN (Open Source + AI)

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

Software Support：Android+iOS

Development Tools：IntelliJ IDEA+Java(11.0.19)+Node(22.14.0)+Yarn(1.22.22)+react-native(0.76.7)+Expo(52)

Project Description：This project is a Zhihu-like mobile application developed based on React Native. It has implemented many core page functions, including login and registration, home page post browsing and publishing, post search on the discovery page, search history display and hot topic presentation, message notification, and personal information management.

Functional Modules：Login Registration, Home, Discovery, Notification, Me

Technical Points：

Use React Navigation to build bottom navigation framework, realizing smooth page switching

Based on Redux for global state management, ensuring data consistency and responsiveness

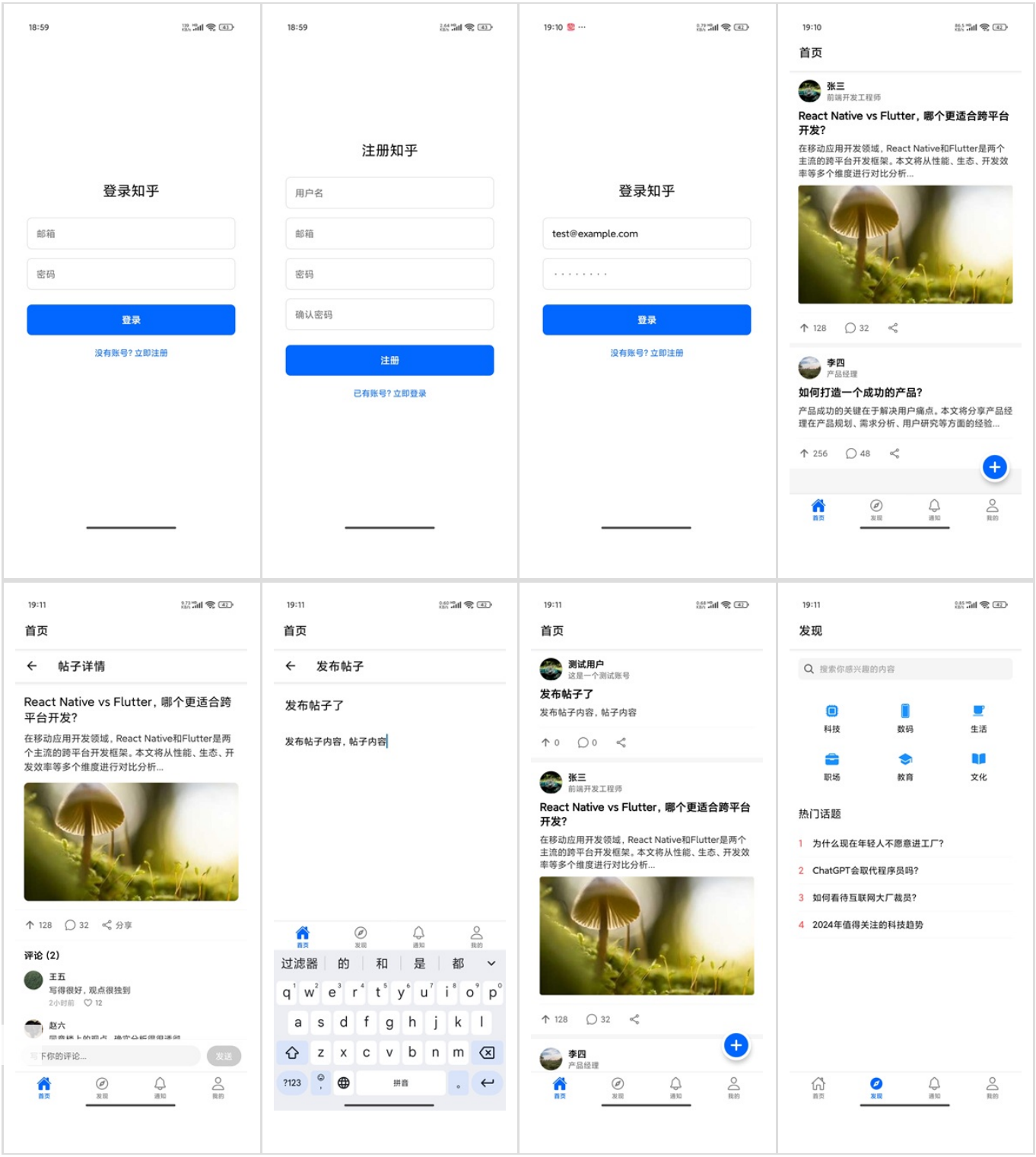
Design and reuse custom components to improve code reuse rate and maintainability

Adopt async-storage and expo-secure-store to implement local data secure storage

Based on expo-image-picker (image selection), expo-image-manipulator (image processing), expo-file-system (file operation)

Based on react-native-safe-area-context (safe area handling), react-native-screens (native screen container) to handle display and performance issues

Project Preview



6. Kotlin Multiplatform Mobile Projects

1—SwiperKMP

Project Ownership: Personal Project

Project Name: SwiperKMP(Private)

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

Software Support: Cross-platform (Android, iOS, JVM, Web)

Development Tools: IDEA(2025.3.1)+Compose Multiplatform(1.9.3)+Gradle(8.14.3)+AS+Xcode

Project Description: Independently developed cross-platform short video + image gallery browsing application, using Compose Multiplatform to implement modern declarative UI that runs on multiple platforms with one codebase. Product form benchmarks Douyin/Xiaohongshu short video and image community, providing smooth video/image sliding browsing, category viewing, and full-screen immersive interactive experience, supporting Android, iOS, JVM and other platforms.

Functional Modules:

Home: Local / Following / Recommended multi-tab content stream, supporting left-right swipe switching

Gallery: Image waterfall flow display, supporting categories and pagination loading

Publish: Content publishing entry, including interactive animation feedback

Message: System notifications and user interaction messages

Me: User information, works list and settings management

0%

Technical Points:

Architecture Design: Adopts cross-platform architecture, implements code sharing based on Kotlin Multiplatform, platform-specific code separation

UI Framework: Uses Compose Multiplatform to build declarative UI, implementing cross-platform responsive layout and smooth animation

State Management: Manages cross-platform page state and side effects through Compose State + LaunchedEffect + ViewModel

Network and Data: Ktor + Kotlinx Serialization + Coroutines implement efficient asynchronous network requests and data parsing

Video Playback: Cross-platform video playback, Android uses ExoPlayer, JVM uses JavaFX

Image Processing: Coil implements cross-platform efficient caching and loading, optimizing long list scrolling performance

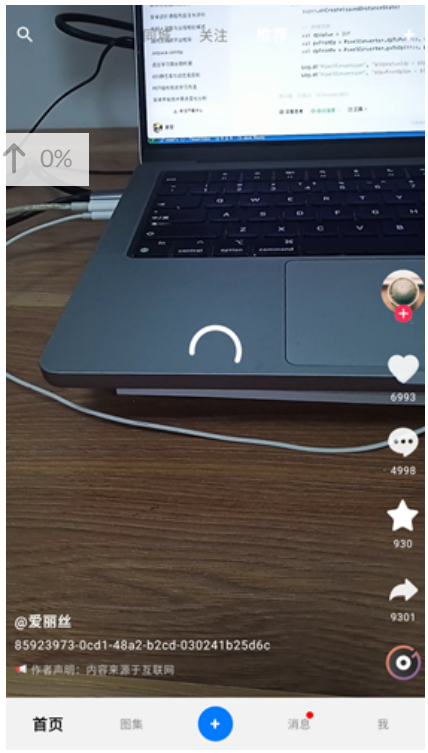
Gesture Interaction: Based on Compose gesture API to implement cross-platform consistent image zooming, sliding down to close and other immersive interactive experiences

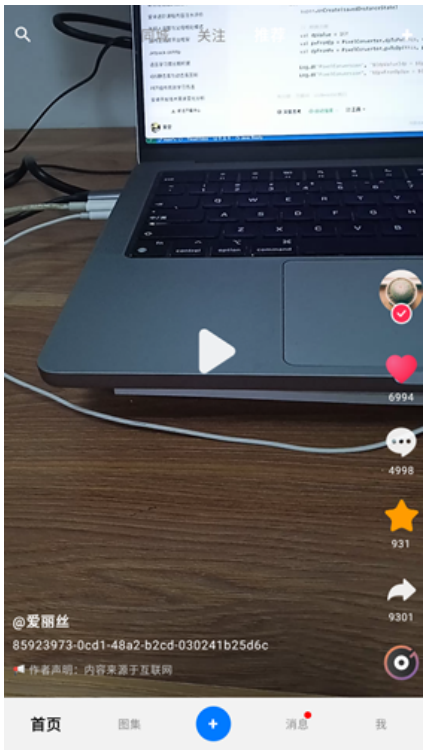
Screen Adaptation: Responsive layout + platform-specific WindowInsets processing, adapting to notch screens, system bars and various screen sizes

Build and Dependencies: Gradle Kotlin DSL + Version Catalog unified management of cross-platform dependencies and versions

Multi-platform Support: Android, iOS, JVM, Web multi-platform build, platform-specific code minimization

Project Preview-Android


0%
关注
推荐
6993
4998
930
9301
@爱丽丝
85923973-0cd1-48a2-b2cd-030241b25d6c
作者声明：内容来源于互联网
首页
图集
消息
我


关注
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@爱丽丝
85923973-0cd1-48a2-b2cd-030241b25d6c
作者声明：内容来源于互联网
首页
图集
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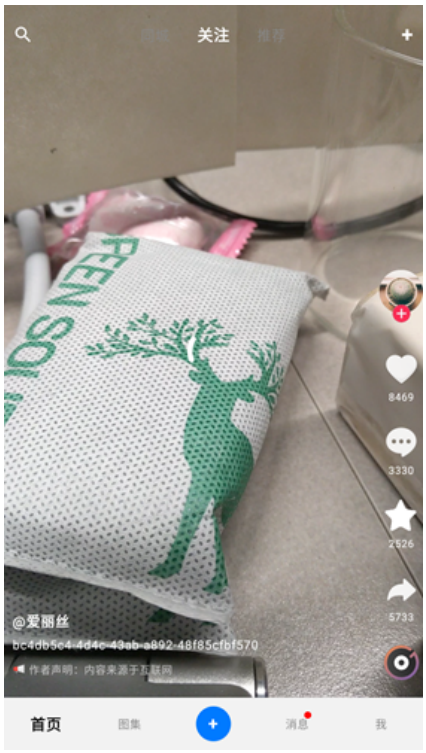
我


关注
推荐
8469
3330
2526
5733
@爱丽丝
bc4db5c4-4d4c-43ab-a892-48f85cfbf570
作者声明：内容来源于互联网
首页
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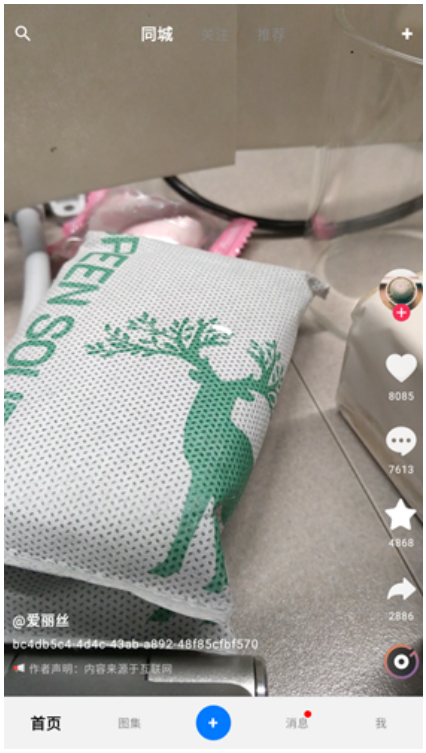
我


同城
关注
推荐
8085
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bc4db5c4-4d4c-43ab-a892-48f85cfbf570
作者声明：内容来源于互联网
首页
图集
消息
我


动物
美女
汽车
漫画
食物
游戏
电影
摄影
壁纸
75497b00-9281-4761-89f2-d
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645
bc24fbdc-d507-47ba-a370-ae
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首页
图集
消息
我


动物
美女
汽车
漫画
食物
游戏
电影
摄影
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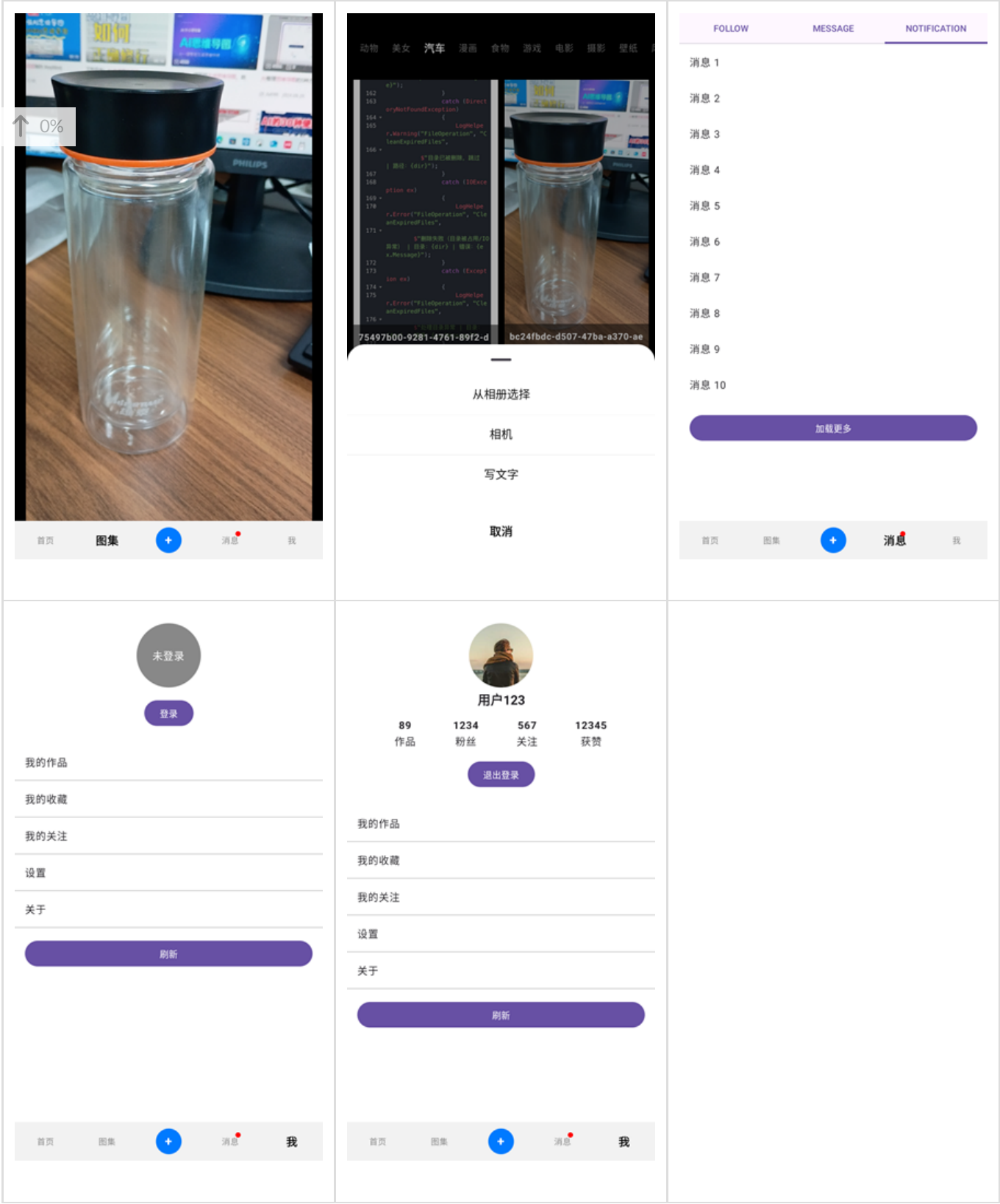
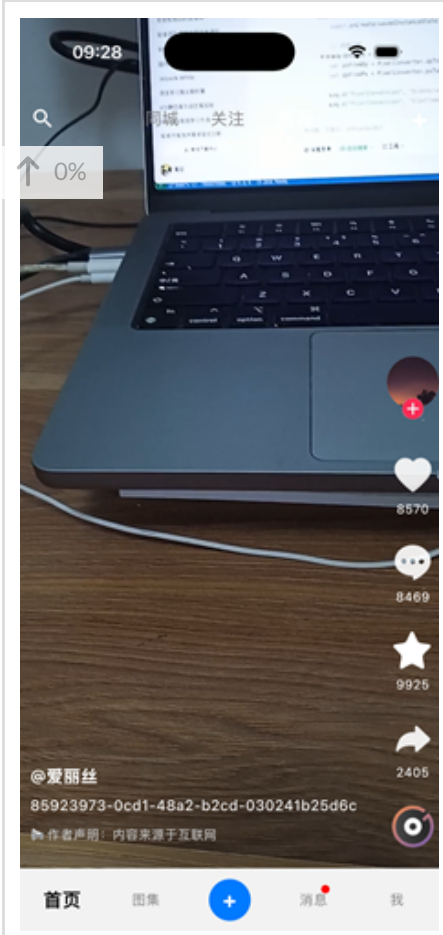
首页
图集
消息
我



Project Preview-IOS


09:28
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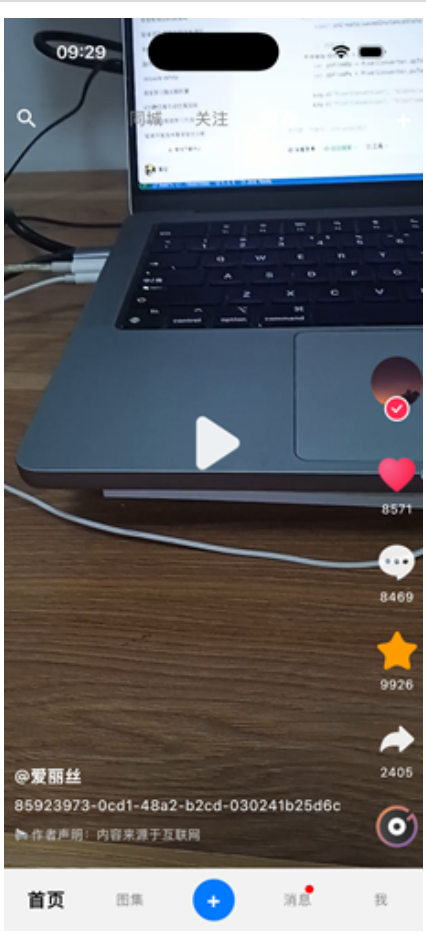
85923973-0cd1-48a2-b2cd-030241b25d6c
作者声明：内容来源于互联网
首页 图集 消息 我


09:29
同城 关注
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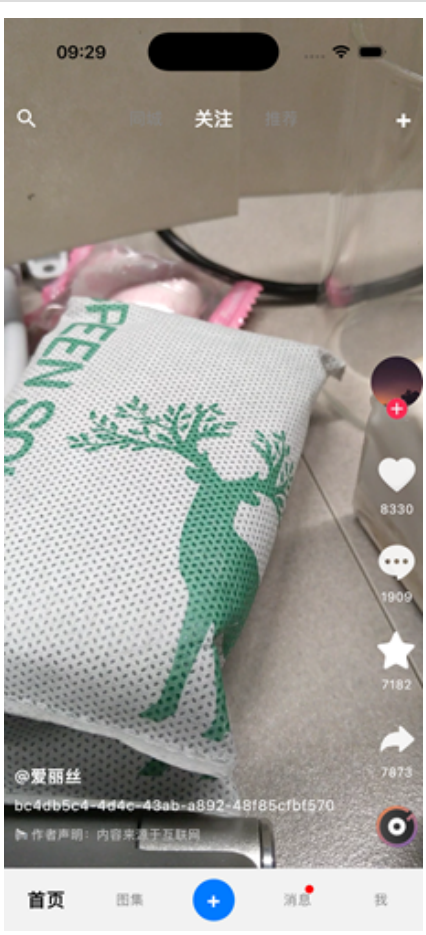
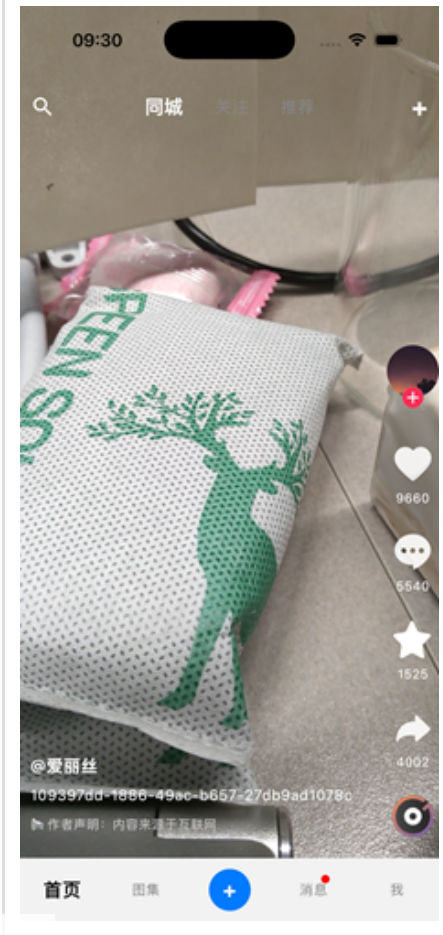
@爱丽丝
85923973-0cd1-48a2-b2cd-030241b25d6c
作者声明：内容来源于互联网
首页 图集 消息 我


09:29
关注
8330
1909
7182
7873
@爱丽丝
bc4db5c4-4d4c-43ab-a892-48f85cfbf570
作者声明：内容来源于互联网
首页 图集 消息 我


09:30
同城 关注 推荐
9660
5540
1525
4002
@爱丽丝
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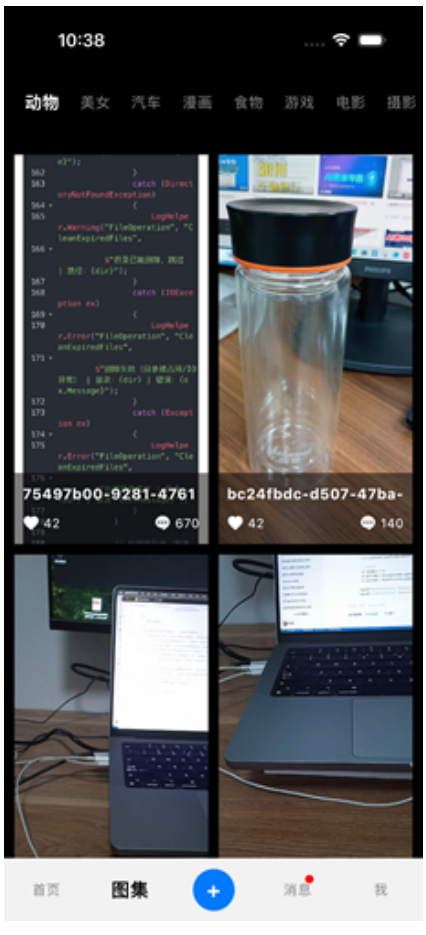
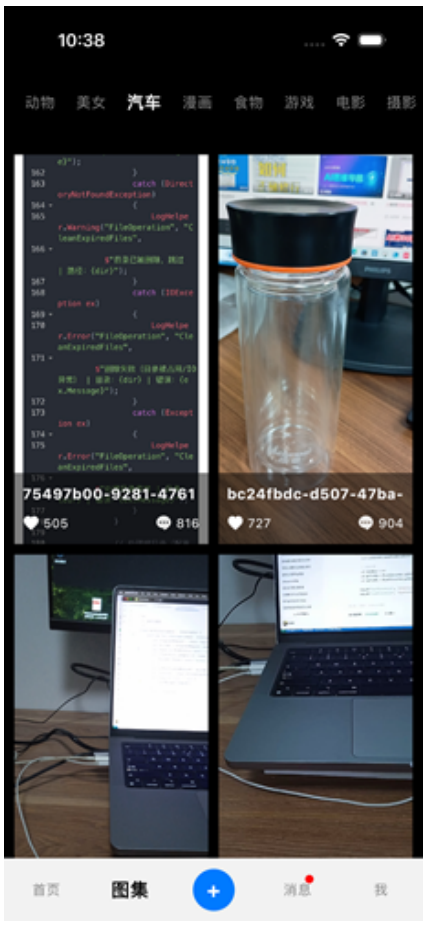
作者声明：内容来源于互联网
首页 图集 消息 我


10:38
动物 美女 汽车 漫画 食物 游戏 电影 摄影
75497b00-9281-4761
42
670
bc24fbdc-d507-47ba-
42
140
首页 图集 消息 我


10:38
动物 美女 汽车 漫画 食物 游戏 电影 摄影
75497b00-9281-4761
505
816
bc24fbdc-d507-47ba-
727
904
首页 图集 消息 我


10:38
0%
首页
图集
消息
我


12:32
动物
美女
汽车
漫画
食物
游戏
电影
摄影
从相册选择
相机
写文字
取消


09:45
FOLLOW
MESSAGE
NOTIFICATION
消息 1
消息 2
消息 3
消息 4
消息 5
消息 6
消息 7
消息 8
消息 9
消息 10
加载更多
首页
图集
消息
我


09:46
未登录
登录
我的作品
我的收藏
我的关注
设置
关于
刷新
首页
图集
消息
我


09:46
用户123
89
作品
1234
粉丝
567
关注
12345
获赞
退出登录
我的作品
我的收藏
我的关注
设置
关于
刷新
首页
图集
消息
我

2—WanAndroidKMP

Project Ownership：Personal Project

Project Name：WanAndroidKMP

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

Software Support：Android+IOS+Desk(Mac/Windows/Linux)

Development Tools：Android Studio(2022.3.1)+Java(17.0.6)+Gradle(8.0.2-bin)+Kotlin(1.9.0)

Project Description： This project is developed based on WanAndroid API, using Compose Multiplatform to implement cross-platform interface construction, supporting core functions such as user login, registration, browsing articles, projects, navigation and messages. Adapted to multiple platforms.

Functional Modules：Home, Navigation, Project, Message, Me, Settings, etc.

Technical Points：

Create project based on template compose-multiplatform-template

Build bottom navigation framework based on NavigationBar

Network part: ktor-core core library + ktor-serialization-kotlinx-json serialization

Implement inter-interface navigation based on Navigator

Display and load network images based on kamel-image

Implement cross-platform file and data storage based on kstore-file and kstore

Display Icons based on compose.materialIconsExtended

Project Preview

Android screenshots


首页
我们支持
订阅啦!
新 张鸿洋 22小时前
Android 技术周刊（2023-08-06 - 2023-08-13）
技术周报 Android技术周报
鸿洋 2023-08-10 22:21
Android Dex分包更全总结：含Facebook解决方案
广场Tab 自助
鸿洋 2023-08-10 22:21
Zxing库下的二维码解码：技术原理揭秘
广场Tab 自助
鸿洋 2023-08-10 22:21
Android 应用安全与逆向：超实用命令总结，让你的开发效率倍增！
广场Tab 自助
公众号 鸿洋 2023-08-10 00:00
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导航
开发环境
Android Studio相关 gradle 官方发布 90-120hz
基础知识
Drawable deep link 基础概念 adb 字符编码
线程池 Span 多线程与并发 Apk诞生记 序列化
多进程
四大组件
Activity Service BroadcastReceiver
ContentProvider Intent Context handler
常用控件
基础UI控件 ListView&GridView ViewPager
Fragment ScrollView
用户交互
Toast Dialog PopupWindow Notification 震动
截屏 键盘
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完整项目 跨平台应用 资源聚合类
项目 stewForAni 2022-10-16 20:07
WanAndroid-基础款
WanAndroid基础款
（MVVM+Kotlin+Jetpack+组件化）
开源项目主Tab 完整项目
项目 Airsaid 2022-08-23 22:45
一个强大的 Gradle Plugin，可以帮助你演示你的 Android Demo 应用
开源项目主Tab 完整项目
项目 Lowae 2022-07-10 13:03
Design WanAndroid（WanAndroid的更佳的可使用客户端）
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已读消息
没有未读消息
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已读消息
评论回复 2023-08-03 16:03
回复了@xujiafeng
海信的狗系统也是,,,用着用着,,,,总是提示内存不足，还老是重启...最后刷机好了...
评论回复 2023-08-02 21:35
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新回答 2023-07-26 15:12
回答了：每日一问 问答征集
Android原生系统设置开发，Android O之后支持用户对应用单通知渠道（NotificationChannel）进行管理，请问有大佬知道对单渠道进行管理采用什...
评论回复 2023-07-21 11:15
回复了@张小飞
一个事件序列起于ACTION_DOWN,止于ACTION_UP，中间伴随多个ACTION_MOVE,对于ACTION_UP而言，如果被拦截没有意义呀，本次...
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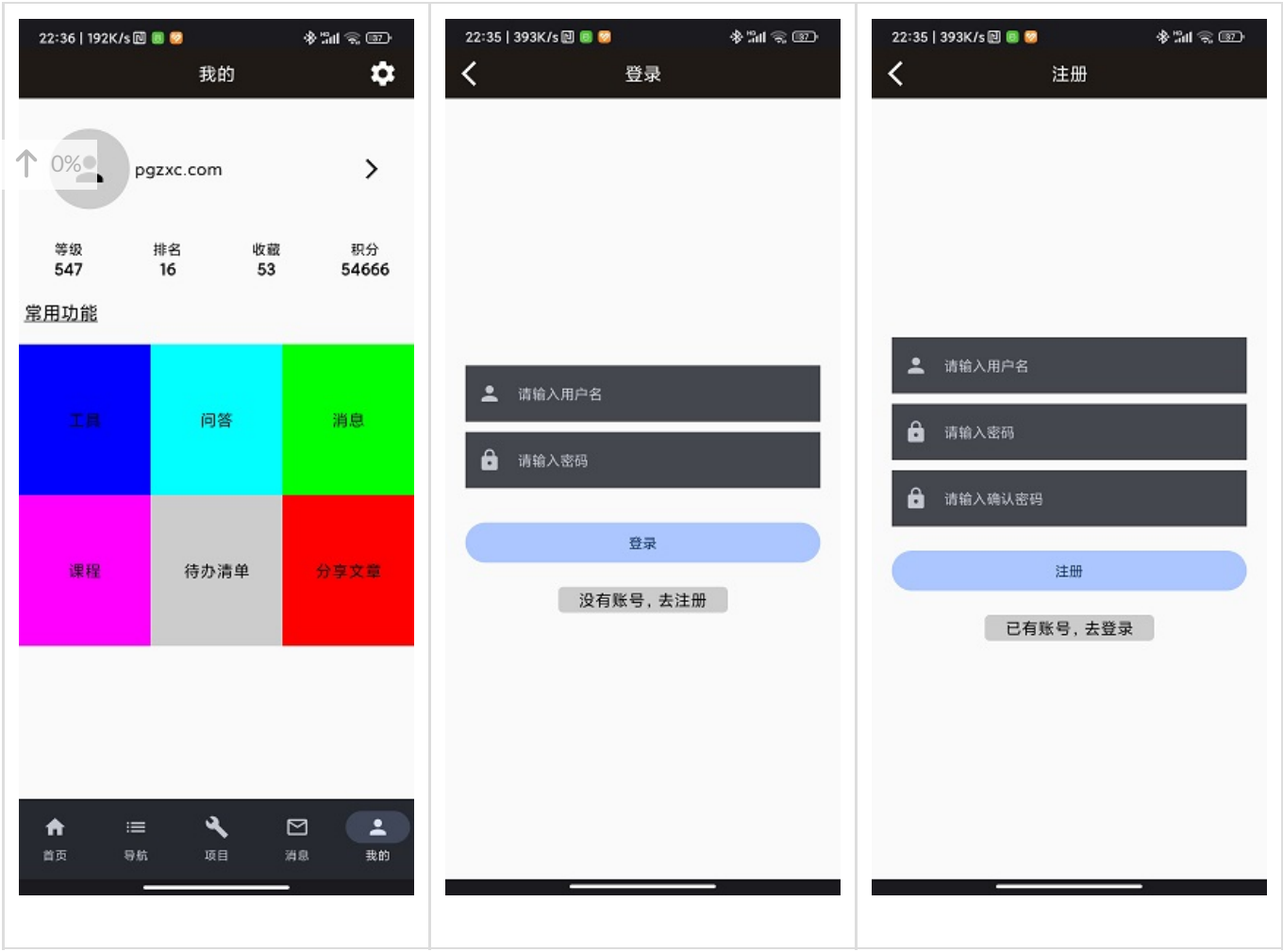
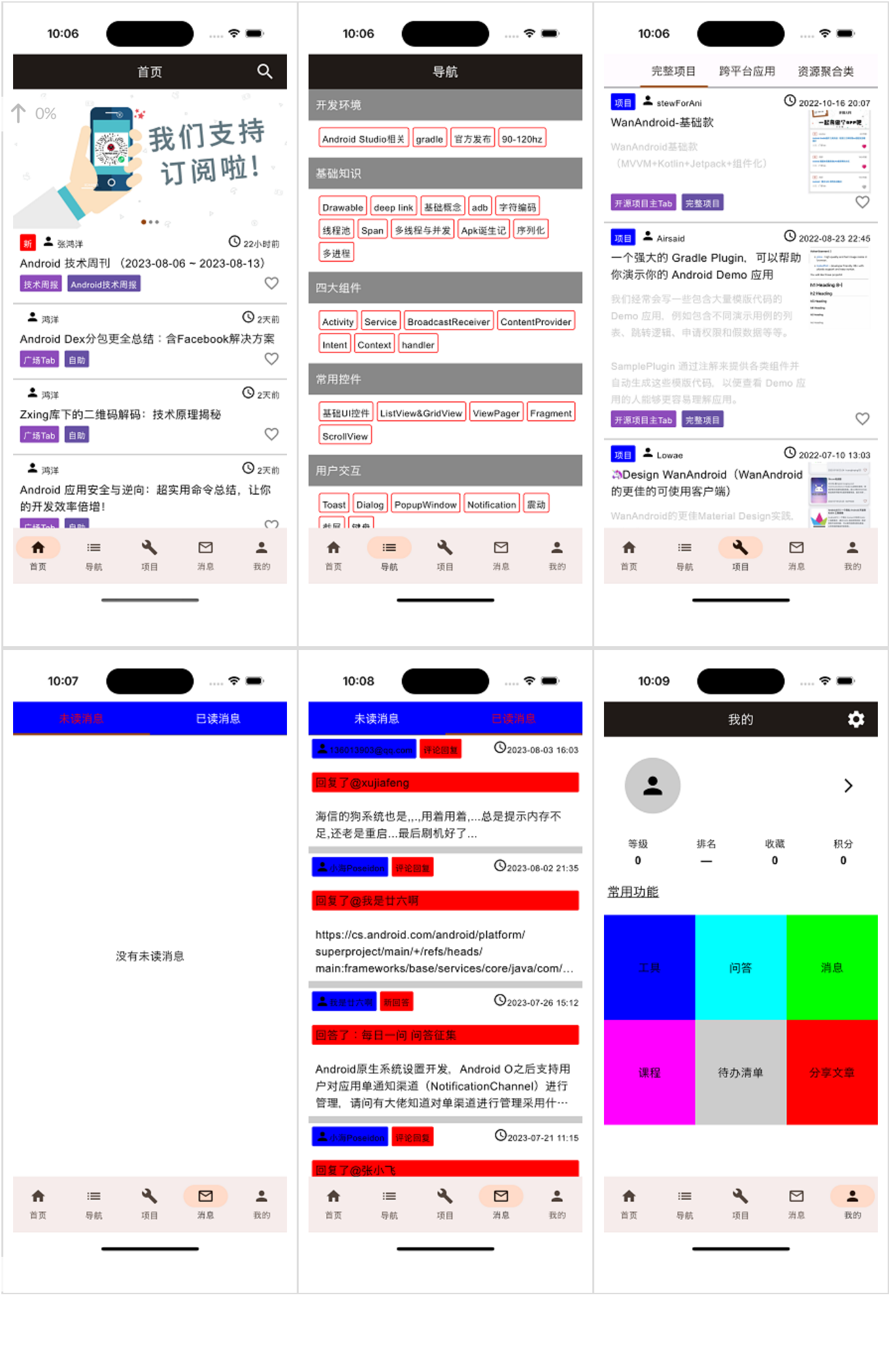


IOS screenshots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我们经常会写一些包含大量模版代码的 Demo 应用，例如包含不同演示用例的列表、跳转逻辑、申请权限和假数据等等。
SamplePlugin 通过注解来提供各类组件并自动生成这些模版代码，以便查看 Demo 应用的人能够更容易理解应用。
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回答了：每日一问 问答征集
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7. Uni-app Projects

1—SwiperUniApp

Project Ownership: Personal Project/Private

Project Name: SwiperUniApp

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

Software Support: H5+WeChat Mini Program / Alipay Mini Program+Android+iOS

Development Tools: HBuilder X 4.87+WeChat Developer Tools+Android Studio+Xcode+Node.js+Vite

Project Description: Independently developed cross-platform short video + image gallery browsing application based on UniApp, built with Vue 3 + TypeScript, one code multi-end publishing, realizing unified business logic and interactive experience; product form benchmarks Douyin/Xiaohongshu short video and image community, providing smooth video and image sliding browsing, multi-tab content flow, category viewing and full-screen immersive interactive experience, supporting H5, mini programs, Android, iOS and other multi-platform operation.

Functional Modules:

Home: Local / Following / Recommended multi-tab content flow, supporting left-right swipe switching and up-down swipe immersive video browsing

Gallery: Image waterfall flow display, supporting category filtering and pagination loading, click to enter full-screen image preview

Publish: Content publishing entry, presented in popup form, including interactive animation and status feedback

Message: System notifications and user interaction message display, supporting new message red dot reminder

Me: User information display, works list management and basic settings functions

Technical Points:

Architecture Design: UniApp cross-end unified architecture + conditional compilation, improving code reuse rate

State Management: Composition API + ViewModel pattern, clear state management, component decoupling

Network and Data: Encapsulate unified network request layer, supporting interface aggregation, error handling and data parsing

Video Playback: Based on UniApp video component encapsulation playback control logic, supporting short video continuous sliding playback

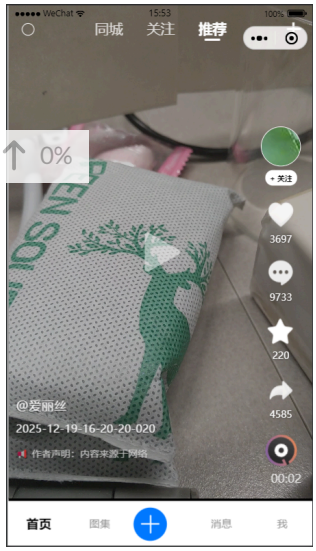
Image Processing: Implement waterfall flow loading optimization through lazy loading and pagination rendering, improving long list scrolling performance

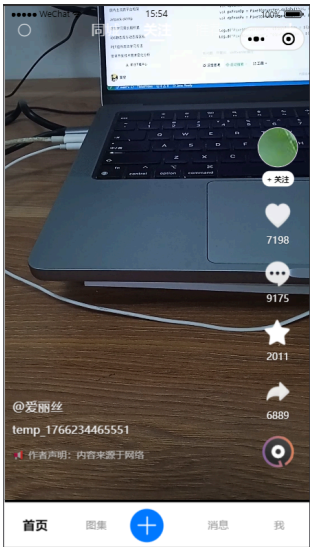
Gesture Interaction: Implement immersive gesture interactions such as video up-down sliding and image preview zooming

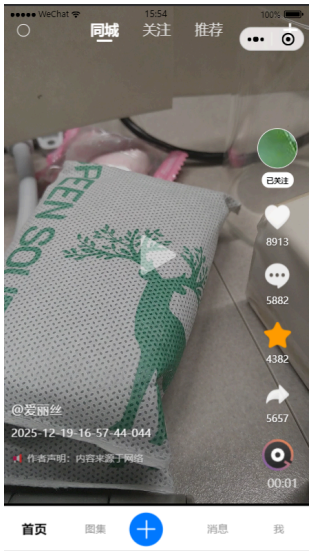
Screen Adaptation: Adopt rpx + Flex to implement responsive layout, adapting to safe areas and notch screens

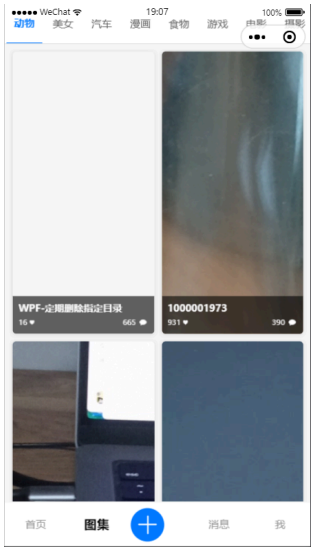
Build and Publish: Use HBuilderX to implement H5 / mini program / App multi-end build and publish

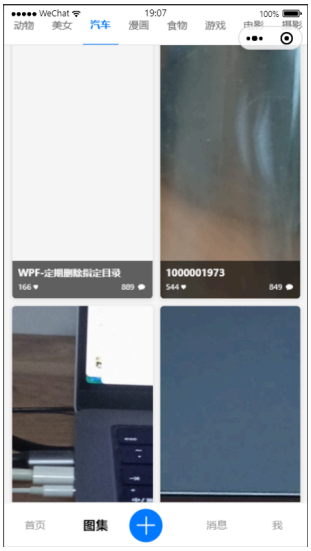
Project Preview

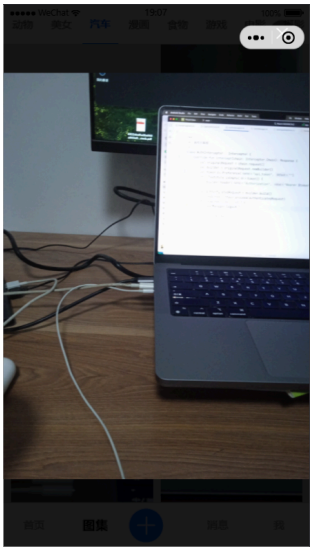












2—wanandroid_uni_app

Project Ownership: Personal Project

Project Name: wanandroid_uni_app(Open Source)

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

Software Support: H5+WeChat Mini Program+Other Mini Programs

Development Tools: HBuilder X 3.8.4.20230531+WeChat Developer Tools+Vue(2.x)

Project Description: This project is based on WanAndroid open source API, built using uni-app, realizing user login and registration, article browsing, project display, navigation viewing, message notification and other functions, supporting multi-end deployment

Technical Points:

Use uni-ui component library to build page layout and interactive interface

Encapsulate network requests based on uni.request

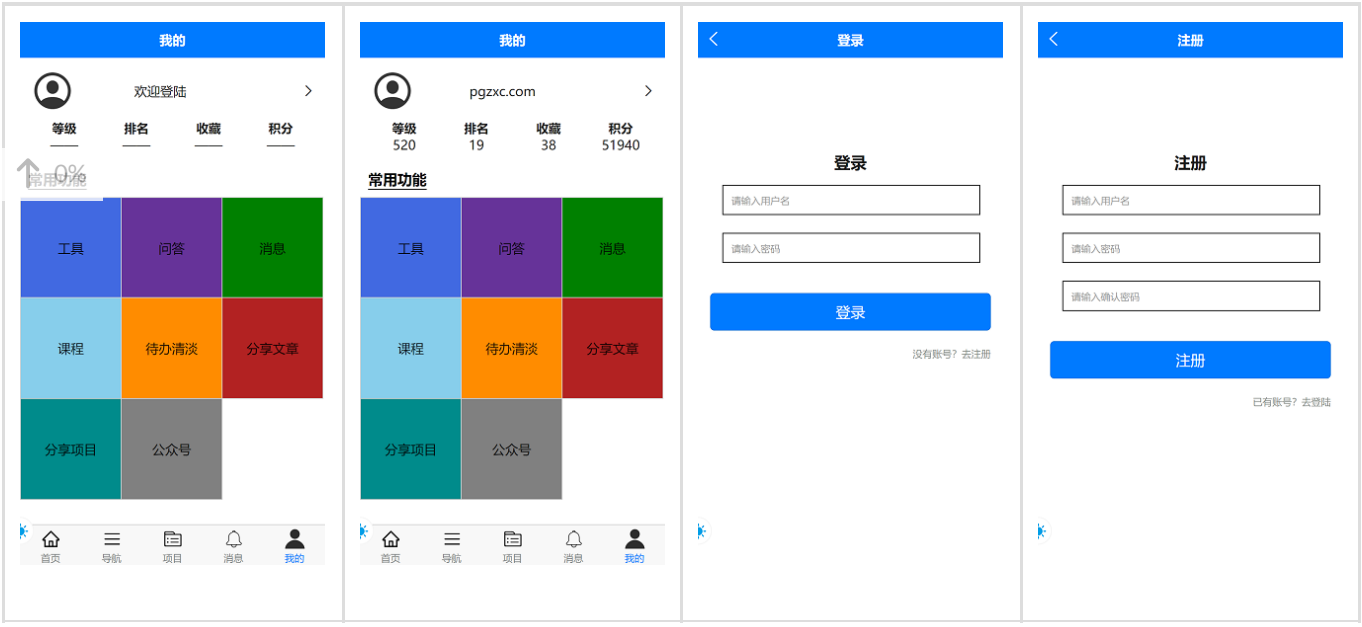
Listen to inter-page event communication based on uni-api-EventChannel

Implement page jump and navigation control through routing APIs such as uni.navigateTo and redirectTo

Use uni.setStorage/uni.getStorage for local data caching

Create Vue components for page reuse

Project Preview



8. AI Projects

1—FlutterGeminiAI

Project Ownership： Personal Project

Project Name： FlutterGeminiAI

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

Software Support： Android+IOS

Development Tools： IDEA 2024.1.3+Flutter(3.22.2)

Project Description： Flutter Gemini AI is a multimodal AI dialogue application built based on the Google Gemini-1.5-Flash model, supporting pure text and mixed text-image input. Users can interact naturally with AI through text or images, with a chat window-style interface design, messages displayed on the left and right sides, and a clean and intuitive interface to enhance the interactive experience.

Functional Modules： Dialogue Module

Technical Points：

Initialize the model based on GenerativeModel(model: 'gemini-1.5-flash', apiKey: apiKey)

Generate text input based on model.generateContent([Content.text('Text')])

Text-image multimodal based on model.generateContent([Content.multi([prompt, ...imageParts])])

Custom bottom input module (input box + image selection + message sending)

Choose left-side Gemini layout or right-side User layout based on role

Select gallery images based on image_picker

Auto-scroll to bottom after sending messages

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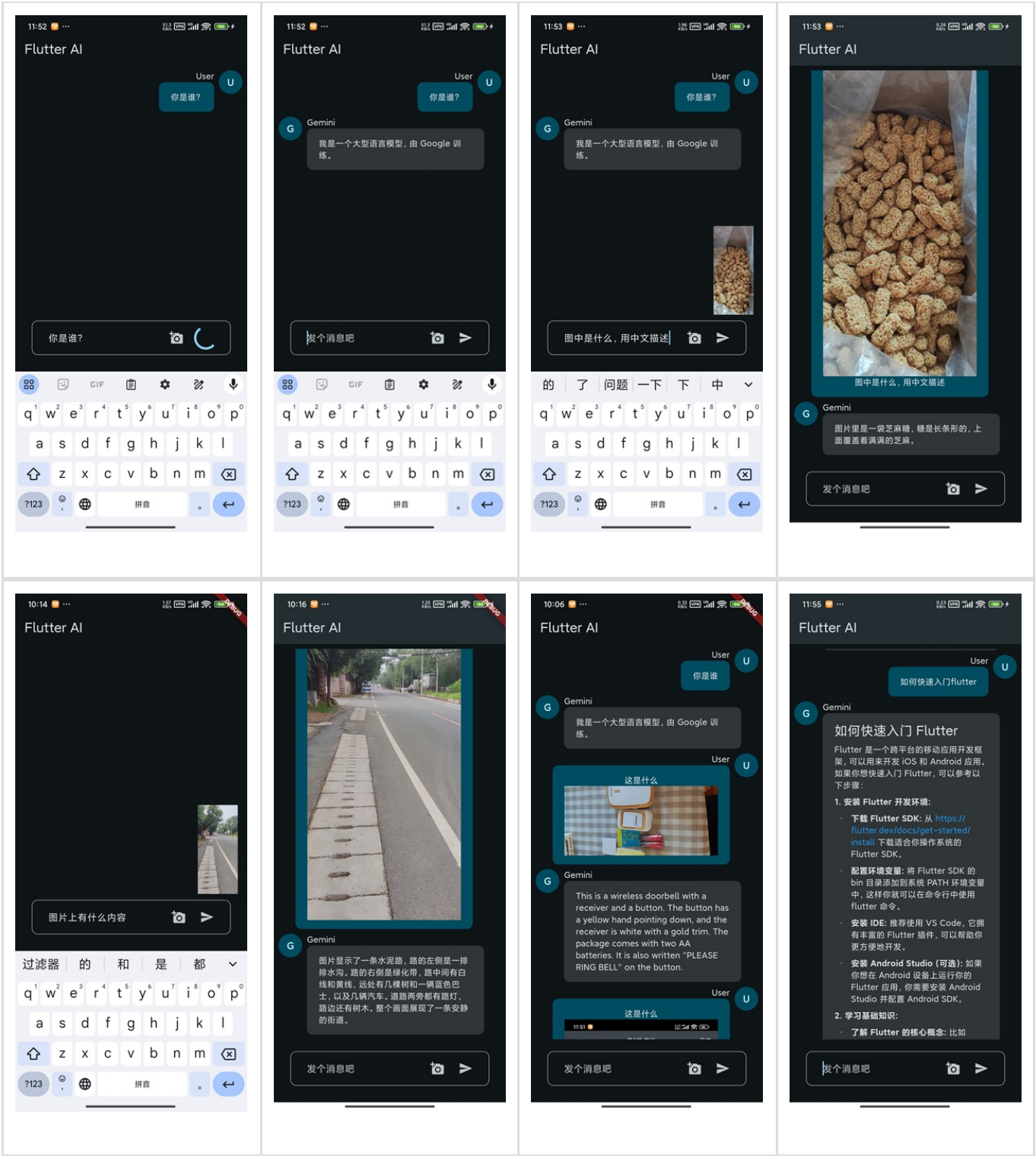
Project Preview



Skills List

Android

Familiar with project development patterns: Traditional (XML+Java/Kotlin) and declarative UI (ComposeUI)

Familiar with multi-threading and asynchronous communication mechanisms: Handler, AsyncTask, Coroutine, thread pools, etc.

Familiar with mainstream architecture patterns and practices: MVC/MVP/MVVM/MVI

Familiar with core frameworks and principles: Retrofit/OkHttp, RxJava, Room, EventBus, MMKV, Glide/Fresco, etc.

Familiar with mainstream commercial SDK integration and debugging: Login, SMS verification, IM, video/live streaming, push notifications, payment, maps, etc.

Understand Android core mechanisms: Message mechanism, event distribution mechanism, View drawing process

Familiar with performance optimization and analysis: Startup optimization, lag detection, memory optimization, network optimization, overdraw optimization, etc.

Proficient in using performance debugging tools: Profiler, TraceView, Systrace, MAT, LeakCanary, etc.

Familiar with compatibility and adaptation: Device adaptation (phone/tablet/foldable screen) and version adaptation (Android 6.0+)

Understand system underlying principles: ART/Dalvik virtual machine, Binder communication mechanism, memory/process management, application startup process

iOS

Familiar with project development patterns: Traditional UIKit (xib/Storyboard+OC/Swift) and declarative UI (SwiftUI)

Familiar with development and collaboration tools: Dependency management (CocoaPods/SPM/Carthage), version control (Git/GitHub/Sourcetree), CI/CD

Familiar with mainstream frameworks: Alamofire/AFNetworking, SwiftyJSON/ObjectMapper, SDWebImage/Kingfisher, etc.

Familiar with common data storage: UserDefaults/MMKV, Core Data, Realm/SQLite

Understand system mechanisms: Event delivery mechanism, response chain, custom controls, KVC/KVO, CALayer/UIView, etc.

Understand underlying principles: Runtime dynamic mechanism, RunLoop working principle, memory management (MCR/ARC), multi-threading (GCD/NSOperation)

Familiar with common commercial SDKs: Push notifications, IM, payment, social sharing, video/live streaming, maps, etc.

Familiar with performance optimization: Memory leak detection, crash analysis, lag and performance monitoring, tools (Instruments/Leaks/Time Profiler)

Familiar with compatibility and adaptation: Size (iPhone/iPad), screen resolution, system compatibility

Have App Store上架 experience, familiar with signature, certificate management and common review issue handling processes

HarmonyOS

Familiar with HarmonyOS multi-language development system: Java, arkts/ts/js, Cangjie

Familiar with HarmonyOS application models: Stage model, FA model

Familiar with UIAbility lifecycle and callbacks

Familiar with HarmonyOS decorators and state managers: v1 and v2 versions, $ and $$, global state management, etc.

Familiar with arkts multi-threading: TaskPool and Worker

Familiar with asynchronous and events: Asynchronous (callbacks, Promise/async/await, etc.), event mechanisms (EventHub, component events)

Familiar with component two-way communication: @Prop/@Observed, @Link, @Provide/@Consume, Emitter/EventHub

Familiar with HarmonyOS system capabilities: File access, camera, location, network, notifications, media playback, etc.

Familiar with distributed development: Distributed data (sharing), distributed soft bus, distributed APIs

Familiar with lightweight services: Atomic services, card services

Flutter

Familiar with Flutter component system and lifecycle: StatelessWidget, StatefulWidget

Understand Flutter's three trees: Widget Tree, Element Tree, RenderObject Tree

Familiar with Flutter startup process and performance optimization: Complete link from application startup to home page rendering and startup acceleration solutions

Familiar with Flutter asynchronous and network: Future/Stream, async/await and Future, Dio/Retrofit, etc.

Familiar with Flutter local storage: SharedPreferences, SQLite/Drift, Hive/Isar

Familiar with Flutter routing management: Navigator 1.0/2.0, GoRouter, AutoRoute

Familiar with Flutter state management: Provider, Bloc, Riverpod, GetX, MobX, Cubit

Familiar with Flutter underlying mechanisms: Three-tree rendering mechanism, UI drawing process, etc.

Understand native hybrid development and communication mechanisms: Flutter and native hybrid, XXChannel communication

Familiar with performance and multi-platform adaptation: Startup optimization and white screen prevention, performance optimization and tuning tools, multi-platform adaptation, overflow issues

React Native

Familiar with front-end basics: html/css/js, es6, ts/jsx, react, vue, etc.

Familiar with RN basics: Function/class components, Props/State, component encapsulation, Hooks, lifecycle

Familiar with RN state management: Redux, MobX, Zustand, Recoil, etc.

Familiar with RN tools and engineering: Webpack/Vite/Rollup, Expo (CLI/Dev Client), CI/CD

Familiar with RN routing and navigation: React Navigation, React Router Native, Wix Navigation

Familiar with RN data storage: AsyncStorage, MMKV, Realm, SQLite, WatermelonDB

Understand RN rendering principles: Virtual DOM diff algorithm, Yoga layout engine, Bridge communication mechanism and new architecture (JSI/Fabric)

Familiar with RN component communication: Parent to child (Props), child to parent (callback functions), cross-level (state management)

Familiar with common RN libraries: UI libraries (NativeBase/RN Elements), cross-platform UI (Ant Design)

Understand native extensions and communication capabilities: Native access (bluetooth/location/push), native communication (TurboModules/JSI), etc.

Kotlin Multiplatform Mobile

Familiar with Kotlin language: Type inference, null safety, extension functions, coroutines, data classes/sealed classes, etc.

Familiar with KMP platform specialization: expect/actual mechanism, commonMain/androidMain/iosMain module division

Familiar with KMP build and configuration: kotlin{targets {}}, multi-platform dependencies, Gradle DSL

Familiar with KMP architecture: Shared module MVVM architecture, encapsulating ViewModel/Repository

Familiar with KMP data layer: Network layer (Ktor), database (SQLDelight), storage layer (KStore/Preferences), etc.

Familiar with KMP coroutine scheduling: Coroutines (CoroutineScope), dispatching (Dispatcher)

Familiar with KMP dependency injection system: Hilt (Android side), Koin (multi-platform implementation)

Understand KMP compilation and build process: Build process, compilation products (Framework/klib), XCFramework packaging and static linking

Understand KMP performance and memory optimization: New GC model, data freezing issues, cross-thread optimization

Understand KMP and native interoperability: Android/iOS calling shared modules, bridging Swift and Kotlin data types

Java

Proficient in Java basic syntax, collections, multi-threading, reflection and other core technologies

Familiar with JVM memory management, garbage collection mechanism and class loading principles

Master mainstream development frameworks such as Spring, Spring Boot, MyBatis

Proficient in using MySQL, Redis and other databases and caching technologies, with SQL writing and optimization capabilities

Understand distributed architecture, master common middleware such as RabbitMQ, Kafka, Nacos, Dubbo, etc.

Familiar with network programming, HTTP protocol and concurrent processing, master thread pools, lock mechanisms and other concurrent models

Proficient in using Git, Maven, IDEA and other development tools, understand Jenkins, Docker and other automated deployment processes

Familiar with Junit, Mockito and other unit testing frameworks, understand common Web security (XSS, CSRF, SQL injection) risks

WeChat Mini Program

Proficient in using markup language, style sheets, JS for functional development

Familiar with the use of common components and related APIs

Familiar with mini program network API function encapsulation and returned data processing

Familiar with mini program function debugging and exception problem solving

Familiar with mini program template encapsulation and calling

Familiar with mini program animation and Canvas drawing

Familiar with mini program third-party SDK usage

Frontend

Familiar with HTML5 and semantics: Semantic tags, audio/video, Canvas, WebSocket, LocalStorage, etc.

Familiar with CSS3 layout and style system: Flex/Grid layout, BFC, positioning mechanism and CSS priority, animation, variables and Sass/Less, etc.

Familiar with JS core mechanisms: Closures, prototype chain, this binding, event model, asynchronous programming (Promise, async/await, event loop)

Understand browser working principles and performance optimization: Rendering process, caching strategy, reflow and repaint optimization, and security protection (XSS, CSRF)

Familiar with ES6+ new features and modular system: Destructuring assignment, optional chaining, Proxy/Reflect, Symbol, ESM modularization, Babel transpilation mechanism

Familiar with mainstream front-end frameworks: Vue2/Vue3 responsiveness, Hooks principles and Diff algorithm

Familiar with front-end engineering and build toolchain: Build tools (Vite, Webpack, Rollup, etc.) and optimization strategies (subcontracting, lazy loading, code splitting)

Understand Node.js and full-stack frameworks: Backend frameworks (Express, Koa, NestJS, etc.), understand BFF patterns and CI/CD deployment processes

Understand network communication and protocol principles: HTTP/HTTPS, DNS, CDN, load balancing, WebSocket communication and RESTful/GraphQL

Have performance and cutting-edge technology application capabilities: First screen optimization, virtual lists, lazy loading, understanding of micro-frontends, WebAssembly, WebGPU, AI

C#

Familiar with C# language and .NET Framework, proficient in developing ASP.NET and WinForm applications

Familiar with Web development technologies, master Flex, CSS, JavaScript, XML and WebService

Proficient in using GDI+, IO, multi-threading and network programming technologies for WinForm program development

Understand and apply three-tier architecture design, familiar with B/S and C/S application mode development

Familiar with using common design patterns, such as singleton pattern, factory pattern, etc.

Familiar with the configuration and use of common source code management tools, such as SVN, Git

Familiar with SQL Server, MySQL and Access databases, proficient in using ADO.NET for data access and operations

Familiar with common WinForm third-party control libraries such as DevExpress, ComponentOne

AI

Familiar with developing Flutter-based AI image-text software using gemini-1.5-flash model

Familiar with image recognition and classification based on TensorFlow Lite model

Familiar with object detection based on TensorFlow Lite model

Familiar with single or multi-person pose recognition based on TensorFlow Lite model

Familiar with voice command recognition based on TensorFlow Lite model

Familiar with intelligent response based on TensorFlow Lite model

Familiar with human action recognition in video clips based on TensorFlow Lite model

Familiar with natural language processing and question answering based on TensorFlow Lite model

WeChat Official Account

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Acknowledgements

Thank you for taking the time to read my resume. I look forward to the opportunity to work with you.