Zhou Xiangcheng - HarmonyOS Development Engineer

Basic Information

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

Gender: Male | Major: Electronic Information Engineering

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

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

Job Intentions

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

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

Work Experience

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

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

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

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

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

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

My Advantages

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

Professional Skills

1. Familiar with HarmonyOS multi-language development system: Java, arkts/ts/js, Cangjie
2. Familiar with HarmonyOS models and lifecycle: Stage/FA models, lifecycle and callbacks
3. Familiar with HarmonyOS decorators and state managers: v1 and v2 versions, $ and $$, global state management, etc.
4. Familiar with arkts multi-threading: TaskPool and Worker
5. Familiar with asynchronous and events: Asynchronous (Promise/async/await, etc.), Event mechanisms (EventHub, component events)
6. Familiar with component two-way communication: @Prop/@Observed, @Link, @Provide/@Consume, Emitter/EventHub

7. Familiar with HarmonyOS system capabilities: File access, camera, location, network, notification, media playback, etc.
8. Familiar with distributed and lightweight: Distributed (data/soft bus/api), Lightweight (atomic/card)

Company and Work Content

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

Industry Category: Technology Promotion and Application Service Industry | **Enterprise Nature**: Limited Liability Company (Wholly-owned by Legal Person) | **Scale**: Less than 100 people

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

Work Description:

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

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

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

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

Work Description:

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

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

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

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

Work Description:

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

Project Experience

Project Belonging: Personal Project

Project Name: SwiperHM (Private)

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

Software Support: HarmonyOS Full Series

API Version: API Version 17

Development Language: ArkTS+ArkUI

Development Tool: DevEco Studio 5.0.5 Release

Project Description: HarmonyOS project imitating Douyin and Xiaohongshu, based on apiopen open interface, realizing Douyin-like video swipe switching

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

Technical Points:

1. Build Xiaohongshu-like bottom navigation based on Flex+Builder+scale+animation
2. Monitor data changes and UI synchronization based on V1 and V2 state management
3. Adapt screen and window based on official tool WindowUtils
4. Custom components: @Builder decorator, @Component decorator
5. Third-party libraries: axios (network request), pulltorefres (refresh/load more)
6. Common components: WaterFlow (waterfall flow), Swiper (video swipe), Tabs (navigation bar), etc.

Project Belonging: Personal Project

Project Name: WanCJ (Open Source)

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

Software Support: HarmonyOS Full Series

API Version: API Version 12

Development Language: Cangjie (.cj)

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

Project Contribution: HarmonyOS-Examples/WebviewMix

Project Description: This project is an open source project transformed from HarmonyOS development language from ArkTS (.ets) to Cangjie (.cj). The UI layout remains unchanged, using Cangjie to write logic, and quickly complete functional development on the basis of encapsulating network access modules, custom components, etc.

Function Modules: Home, Courses, Tools, Me

Technical Points:

1. Build bottom navigation framework based on Tabs+TabContent
2. Perform network requests based on ohos.net.http, encapsulate Get and Post requests
3. Serialization and deserialization of data classes
4. Construct tool classes to convert JsonObject to Bean and String to JsonObject
5. Obtain network data and update status based on decorators such as @State and @Prop
6. Customize components based on @Builder decorator, extend original components (methods) with extend, reduce code reuse