Haozhe XU

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Professional Statement

I'm a highly skilled Mobile Developer with 6 years of commercial iOS development experience. I possess specialised knowledge of different aspects of iOS development and software development life cycle in general. With the experience being developer as well as tech lead I have come to obtain a unique set of skills including iOS development, agile methodology, team leading, team collaboration and so on.

Education

March 2008 - June 2009
Postgraduate Diploma in Science (Computer Science)
Thesis: Staged Event-Driven Architecture on Mobile Devices (J2ME)
The University of Melbourne, Parkville

March 2005 - December 2007
Bachelor of Computer Science
The University of Melbourne, Parkville

Employment History

July 2011 - Present
Outware Mobile - Senior Software Developer
> Lead developer for AFL Live Official App
> Lead developer for NRL Live Official App
> Lead developer for Cricket Live Official App
> Team leading junior developers on iOS development
> Performing regular technical interviews, involved in software architecture design.

January 2010 - May 2011 (1.5 years)
Self-Employed iPhone Game Developer
> Game apps (now removed from AppStore as developer account discontinued): Tris Revenge, Manga Jump, Dejeweled, Brave Birds, screenshots available upon request.

2008-2009 (2 years)
Hobbyist Java Developer (J2SE, J2ME)
> Swing GUI Design
> Products: MTextReader (Editor's Pick Award from Brothersoft), BlueBuddy

Professional Applications

Sportsbet for iPad (iOS)
    Developer. Using RESTful services.
    https://itunes.apple.com/au/app/sportsbet-for-ipad/id586105288?mt=8

Cricket Live Official App (iOS)
    Lead developer. Using RESTful services.
    https://itunes.apple.com/au/app/cricket-australia-live-official/id720516760

NRL LIVE (iOS)
    Lead developer. Using RESTful services.
    https://itunes.apple.com/au/app/official-nrl-2012/id442363523?mt=8

AFL Live Official App (iOS)
    Lead developer. Using RESTful services.
    https://itunes.apple.com/au/app/afl-live-official-app/id415427158?mt=8

Personal Projects

I've made several iOS games in my spare time, but my developer account was discontinued so they are currently not in AppStore, below is a new one I've made recently:

ImSucker (iOS) - An app that generates poems following ancient China poetry pattern and style.
    https://itunes.apple.com/app/wo-shi-sao-ke/id963419023?mt=8

Retro Blocks (iOS) - Retro style block matching game.
    https://itunes.apple.com/app/id917655100?mt=8

fortune | cowsay (iOS) - Mimic the classic fortune and cowboy program on Unix.
    https://itunes.apple.com/app/fortune-cowsay/id1016269563

East Solitaire (iOS) - Ancient Chinese pebble game.
    https://itunes.apple.com/app/east-solitaire/id1244283234

Certificates

Sun Certified Java Programmer (SCJP) - 2003

Sun Certified Java Developer (SCJD) - 2004

Sun Certified Web Component Developer (SCWCD) - 2004