

## SUMMARY

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Experienced and extremely passionate in iOS development, interested in backend/server and web development. Have more than 6 years' experience of programming and 3 years' experience of software engineering. Constantly striving to learn new technologies and making applications with intuitive and concise UI.

## SKILLS & EXPERTISE

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Programming Language:

- Proficient: Swift, Objective-C, C/C++, Python
- Familiar: JavaScript, HTML, CSS, Java, SQL, Scheme, Bash

Software Engineering: RESTful API, Git, Jira, Node.js, MongoDB, AWS, Heroku, Parse, Google App Engine  
Fluent in Chinese, basic knowledge of Japanese

## WORK EXPERIENCES

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**theScore Inc., Toronto - iOS Developer (Full-time)** Jun 2015 - Present

- Responsible for the maintenance of theScore | eSports iOS app, mainly write in Swift.
- Created Drop-Down menu, Game mini-map and related animations for new eSports 2.0

**Lovever, Waterloo - Technical Co-Founder** Nov 2015 - Present

- Startup at Waterloo, aim to help couples communicate and engage with each other better
- UI/UX design, iOS application development and backend services (MEAN stack) implementation

**DogSync, Toronto - iOS Developer (Contract)** Jan 2015 - Apr 2015

- Acted as lead developer for front-end implementation, collaborated directly with the designer
- Responsible for implementation of all views and view controllers, used Adaptive Layout (constraint-based)

**Wattpad Inc., Toronto - iOS Developer (Intern)** Aug 2014 - Dec 2014

- Responsible for design update for iOS8 and native resolution support for iPhone 6 and iPhone 6 Plus
- Created constraint-based views, such as accessory keyboard for editor, used Auto Layout and Core Graphics

## PROJECTS & RESEARCH

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**Open Source Libraries (iOS, Swift)** Jan 2014 - Present

- Ji (戟) - an XML/HTML parser for Swift. 505 stars on Github.com
- Loggerithm - a lightweight Swift logger with elegant colorful logging messages. 239 stars on Github.com
- AutoKeyboardScrollView - Handy UIScrollView subclass to handle keyboard avoidance
- ChouTi (抽屜) - Personal iOS toolkit, includes Static TableView Layout tool and miscellaneous extensions

**2048X - 2048 with AI solver** (iOS, Swift) *Team Lead* Feb 2015 - Apr 2015


- iOS app written purely in Swift. Fully functional game with Retro design
- Solve 2048 game with 4 different AI (Artificial Intelligence) algorithms
- Submitted in App Store, 85 paid installations in one month

**UW Info Session App** (iOS, Objective-C, Python, GAE, Parse) *Individual* Feb 2014 - May 2014

- Mobile app for querying info sessions held in University of Waterloo, set reminders and search by programs
- Implemented backend service and designed beautiful UWaterloo style UI independently
- Submitted in App Store, 11 released versions, more than 1.6k installations and nearly 891 API requests per day

**Individual iOS Apps (iOS, Swift, Objective-C)** June 2014 - Present

- Date Formatter - developer tool for verifying ISO 8601 date format with references. Submitted in App Store

- Tap Tap Heart Rate  - mobile application for measuring heart rate, focus on UI design. 3.55k installations

## **UWaterloo Course Notifier** (Python, HTML5, CSS3, GAE) *Individual* Dec 2013 - Jan 2014

- Web app for querying updated course schedules and setting email alerts for course openings
- Developed database system and designed easy-to-use webpages with clear and consistent UI
- Helped nearly 45 students successfully enroll in their desired courses each term

## **IEEE Standard MicroMouse Maze Competition (C)** *Team Leader* May 2011 - Jun 2011

- Created the maze search system and implemented 'Shielding Dead End' algorithm
- Won 1<sup>st</sup> place in the competition with perfect algorithm and excellent hardware regulation

## **EDUCATION**

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### **University of Waterloo** **Waterloo, Canada**

- Master of Engineering, Major in Electrical and Computer Engineering Sep 2013 - Jun 2015
- Concentration in Software Engineering Cumulative GPA: 88.75/100

### **Southeast University** **Nanjing, China**

- Bachelor of Engineering Degree, Major in Electrical Engineering & Its Automation Sep 2008 - Jun 2012
- Cumulative GPA: 84.0/100

## **Professional Development**

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### **Udacity (Online Course)**

- Intro to Algorithms (certificated) Nov 2014 - Present
- Web Development (certificated) Nov - Dec 2013
- Introduction to Computer Science (Python) (certificated) Jul - Nov 2013
- Introduction to Programming (Java) (certificated) Oct 2013 - Jan 2014

### **Coursera (Online Course)**

- Algorithms: Design and Analysis, Part 1 (certificated) Jun - Jul 2014
- Computer Networks (University of Washington) (certificated) Jan - Apr 2014

## **ACTIVITIES**

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### **Volunteer of '2010 Xiao Hongxin' community activities** *Group Leader* Jul 2010

- Planed and organized Community Safety Lectures and advocating low-carbon life in community
- Led the group that won the 'Summer Social Practice Excellent Team of Southeast University' title

### **Monitor of Class 160083 of Electrical Engineering Department** Aug 2009 - Jun 2010

- Led the class that won the first prize in the 2009 'Singing for the Motherland' Competition of SEU
- Organized the 2010 EE School Recreational Sports Meeting successfully. Planed a series of class activities.

## **HONORS & AWARDS**

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16287 Alumni Scholarship of EE School	Jun 2011
Individual Scholarship of Innovative Practice	Mar 2010
Individual Scholarship of C++ programming (two semesters)	Sep 2009
First Prize of 4 <sup>th</sup> IEEE Standard MicroMouse Maze Competition of Southeast University	May 2011
Third Prize of 2010 Physical Competition of Southeast University	Sep 2010
Third Prize of 2 <sup>nd</sup> Energy Saving and Emission Reduction Innovation Competition	Apr 2010
First Prize of Web Page Design Competition of Electrical Engineering Department	May 2009