



# Jackson WANG

Senior Apple Platform Software Engineer & Agentic Engineering Developer

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## Summary

I am a senior iOS / Apple platform engineer focusing on the Apple ecosystem, responsible for the architecture and delivery of business apps and cross-platform SDKs. My strengths are performance & stability optimization, client infrastructure, and multi-platform integration (iOS / macOS / PlayStation). Proficient with Codex / Gemini, I bring the Agentic Engineering mindset into requirements clarification, code refactoring, and feature implementation to improve personal and team delivery efficiency.

## Work Experience

### Perfect World Games · Senior iOS Developer

2019.09 – Present · Beijing, China

- Lead development of stable cross-platform SDKs for iOS / macOS / PlayStation (Unity / Unreal), delivering on schedule and meeting product expectations.
- Iterate on SDKs based on monitoring and data, improving user experience and reducing production issues.
- Analyze and resolve critical stability problems, lowering crash rates and improving perceived quality.
- Collaborate closely with product managers and cross-functional teams to define requirements and ship new iOS features that improve retention and engagement.
- Help build and maintain core client modules, including automated build pipelines, package scanning, and Swift component migration for better efficiency.
- Own SDK architecture and key technical decisions, leading design reviews and code reviews for core modules.
- Primarily use Swift / Objective-C, UIKit, networking, and persistence frameworks on iOS, and work closely with Unity / Unreal integration pipelines.

### Zhuanzhuan (Beijing Zhuanzhuan Spirit Technology) · Senior iOS Developer

2019.06 – 2019.09 · Beijing, China

- Implemented VOIP push delivery features, improving reliability of inbound calls and notifications.

- Acted as a core contributor for multiple releases under tight timelines, including a major home page redesign and an inspection-assistant app, maintaining a collaborative and efficient team workflow.
- Refactored the home page module and participated in code reviews, introducing clearer layout and data-flow designs to reduce defects and improve performance.
- Main tech stack: Swift / Objective-C, UIKit, Auto Layout, and custom networking abstractions, balancing rapid iteration with runtime performance.

### **9F Group (Finance Digital Technology) · Senior iOS Developer**

2018.05 – 2019.05 · Beijing, China

- Lead iOS developer for “Wukong Licai”, a high-performance hybrid app (Objective-C + React Native), responsible for end-to-end delivery and production stability.
- Participated in an internal APM initiative from requirements to implementation, providing observability for later stability and performance work.
- Performed ongoing code reviews and mentoring for junior engineers, raising code quality and development efficiency.
- Drove client architecture evolution, defining boundaries between native and React Native modules, including routing and data flow to improve maintainability and extensibility.

### **Beijing Kuohong Technology (Korea Orange Technology) · iOS Developer**

2015.11 – 2017.04 · Beijing, China / Seoul, Korea

- Built and maintained multiple iOS apps from scratch, covering account registration, certificate management, enterprise builds and distribution, and App Store releases, while keeping UI responsive and experiences smooth.
- Designed and implemented features such as push notifications and in-app purchases (WeChat, Alipay), enhancing overall product value.
- Performed thorough testing and debugging, using systematic defect analysis to improve stability and reduce crashes.
- Initiated and participated in code reviews, improving code quality and maintainability, and helped formalize internal iOS development, testing, and release processes.
- Became familiar with Apple platform processes and tooling for certificates, signing, push configuration, and enterprise distribution.

## **Education**

### **Mudanjiang Normal University · B.Eng. in Software Engineering**

2012.09 – 2016.06 · Mudanjiang, Heilongjiang, China

Core coursework: software engineering, database design, C/C++/Java, UML, algorithms, and computer science fundamentals.

## Technical Skills

### Platforms & Frameworks

- iOS / iPadOS / macOS; experienced with UIKit / AppKit, Auto Layout, push notifications, and in-app purchases.
- Familiar with React Native and Flutter, with hands-on experience integrating them with native modules.

### Languages

- Proficient in Swift and Objective-C; familiar with C++ / C#.
- Working knowledge of Java and Vue, enabling smooth cross-stack collaboration.

### Architecture & Engineering

- Comfortable with MVC and MVVM patterns, focusing on modular, testable, and maintainable client code.
- Experience with client-side engineering practices, including automated builds, package scanning, and componentization / migration.

### Performance & Reliability

- Skilled with Xcode Instruments and crash log analysis for performance tuning and issue diagnosis.
- Participated in APM system integration and evolution, using data to guide stability and performance improvements.

### Agentic Engineering Practice

- Continuously learn and apply the latest agentic tools (e.g., Codex / Gemini), and understand their basic principles and capabilities.
- Hands-on with skills and automation: apply agentic workflows to requirements understanding, implementation, checks/tests, commits, and PR reviews to improve end-to-end delivery.

## Representative Projects

### Company Projects & Infrastructure

- **Zhuanzhuan app & inspection tools (iOS):** Core contributor for the Zhuanzhuan marketplace app (home page redesign, VOIP push features) and an inspection-assistant app, balancing rapid iteration with performance for high-traffic scenarios.
- **Wukong Licai iOS client:** Lead engineer for a high-performance financial app built with Objective-C + React Native, responsible for overall client architecture and key features to ensure stable, responsive user experiences.
- **9F Wallet iOS client:** Contributed to account and funds-related modules, working with internal APM and monitoring systems to diagnose issues and refine user experience in financial workflows.
- **Cross-platform SDK (iOS / macOS / PlayStation):** Designed and implemented production SDKs serving Unity / Unreal-based titles, improving integration experience and reliability across Apple platforms and consoles.
- **Mobile performance & stability (APM initiative):** Helped build an internal APM platform, connecting monitoring signals to client code paths and enabling targeted stability and performance improvements.
- **Build & release automation:** Drove automated builds, package scanning, and core component migration in both gaming and finance contexts, reducing manual errors and shortening integration cycles.

### Personal & Open-Source Projects

- **AI Pic iOS App (Capwords-like)** — iOS app that leverages multimodal models for image understanding and copy generation, with native share-sheet and system integration for smoother workflows.  
GitHub [github.com/jacksonon/ai-pic-app](https://github.com/jacksonon/ai-pic-app)
  - **Chrome AI Extension (AI Sidebar / Quick Send)** — Chrome extension that provides an AI sidebar for summarizing, refining, and interacting with selected web page content to speed up reading and daily development tasks.  
Chrome Web Store [AI Sidebar / Quick Send](#)
  - **ChatGLM multi-platform client (macOS / iOS / iPadOS)** — client applications built on top of the GLM API, offering unified conversation management and multi-device usage across Apple platforms.  
GitHub [github.com/jacksonon/chatGLM](https://github.com/jacksonon/chatGLM)
  - **macOS status bar app & GitHub Workflow practice** — macOS menu bar utility project combined with GitHub Actions workflows for automated building and releasing of personal tools.  
GitHub [github.com/jacksonon/packycode-macos-statusbar](https://github.com/jacksonon/packycode-macos-statusbar)
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