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Education:

Master of Engineering,   Electrical and Computer Engineering   **University of Waterloo, Waterloo, Canada**
September 2013 – June 2015

Bachelor of Engineering,   Integrated Circuit & Integrated System Design   **Shandong University, Jinan, China**
September 2007 – July 2011

Qualifications:

- 2+ years of professional native iOS development experience with 7 apps in App Store, one of them used by millions of active users.
- Extensive knowledge of iOS SDK and related technologies such as Cocoa Touch, Core Data, Quartz 2D, Core Text, View Hierarchies, Multi-threading, Objective-C, Swift, Xcode, and Git.
- Solid understanding of data structure, algorithms and computational complexity, proven experience of implementing Object-oriented Programming and well trained skills in capturing design concepts with UML.
- Self-driven and motivated individual with strong problem solving and critical thinking ability, e.g. participated in a successful Kickstarter campaign and led the development of the first version of its iOS app.
- Actively participated in many open source projects, my "HackerRank Swift Solution" open source project have plenty of followers(130+ stars on Github)

Experience & Projects:

iOS Developer   **Zemind Game Studio, Toronto, Canada**   **July 2015 – Now**
- Participated in implementing new features of Stuff client app, New Zealand's biggest news app.
- Learned how to build a hybrid App by using webview and HTML, CSS, Javascript.
- Familiar with how to develop a fully-fledged news app, used GCD and Autolayout to make it a cooler product.
- Implemented TheCut Golf app, practiced multi targets development to maximize code reusage.

iOS Developer Intern   **DBRS, Toronto, Canada**   **September 2014 – December 2014**
- Full stack engineer on DBRS iPad application. Implemented sever-client communication that integrated with Amazon S3 server and Parse server to provide various contents.
- Familiar with different Multithread technologies, used GCD technology to gain concurrency programming feature and created barrier to prevent race conditions.
- Added several new features such as PDF reader, video/audio display table and Magazine-like view with techniques such as file management, Core Graphic, CALayer, Core Text to obtain a better performance and UI layout.
- Developed a series of highly-reusable generic UI components such as a UICollectionView based title view, extensible UITableViewCell, etc.

DailyTask   **Apple Store App**   **September 2014 – December 2014**
- Launched a personal time management application called DailyTask in the Apple store in three weeks.
- Implemented several client- side features that utilized Core Data and Autolayout. Encountered challenges included in reducing and optimizing time of data fetching and user interaction.
- Practiced with extension on existing classes such as NSDate and NSString to get the convenience of interacting with customized data models.

- Learned and used Swift to dynamically draw graphic elements on screen. Solved problems regarding to combining Swift with Objective-C code, which included compatibility handling and data transport.
- Designed a major task calendar similar to github contributions calendar which shows the intensity of users' daily activities and accomplishments.

Similar Text Finder   Stanford MMDS Course Programming Project   September 2014 – December 2014
- Built a tool with LSH algorithm to efficiently find similar sentences in large file. Tested the tool with a 1.5G large file contained with over 9 million sentences and completed the whole process within 10 minutes.
- Designed and implemented a Hadoop program to adopt the Map Reduce method.
- Applied Unix tools to pre-process input file to gain optimization as well as accomplished Min-hash and LSH algorithms with various Python data structures.

Kickstarter Project   Air.Air! Portable Air Quality Detector   April 2013 – October 2013
- Devised and wrote iOS client-side for Air.Air!, finally helped to raise $21, 613 funding for this project.
- Collaborated with group and helped them choose Bluetooth LE as the way of data transmission.
- Developed communication module with Core Bluetooth framework including setting up the central manager object to scan and read data from peripheral devices.
- Integrated Core Animation framework to show changes of digit indicator numbers in a proper way.

iOS Developer   Serious Tech Inc., Beijing   April 2013 – August 2013
- Committed to deliver high quality products.
- Maintained and revised the app called "Ricebook", which had millions of active users in China; Top 30 apps in App Store, 2013 iTunes Best App.
- Demonstrated intermediate iOS development skills: GCD multi-thread technology and drawing techniques.
- Implemented 'Restaurants Search Map View' and 'Ranklist Comments View', which was used by millions of users.
- Used Version Control Tool (git) to efficiently deploy new features and manage the codebase.

IT Staff   YingDa Futures Inc., Beijing   September 2011 – June 2012
- Maintained the Futures trading system.
- Participated in designing and deploying new trading system.
- Communicated with clients to solve their problems related to our trading system.

Scholarship & Honors:
- Coursera Courses: Machine Learning, Algorithms, Design and Analysis Part 1, Mining Massive Datasets
- China Top30 of ALTERA 2010 Innovation Asia FPGA Contest   **October 2010**
- Article "T*he Verification of Time-domain Sampling Theorem and Frequency Sampling Theorem Based on MATLAB,*" Digital Technology and Application, 2010 (08).   **August 2010**
- Excellent prize in Shandong University Science & Technology Invention Contest   **June 2010**
- DIGILENT EDA Contest in School of Information in Shandong University   **May 2010**