Jeffery Li

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OBJECTIVE iOS developer (Full time)

EDUCATION BACKGROUND

Zhongyuan University Of Technology 09/2010 - 07/2014

Bachelor of Software Engineering Major CET-4: 425

SKILLS

Programming: Objective-C(main), Swift, JavaScript Programming software: Xcode, VSCode

Operating Systems: iOS, MacOS CI/CD software: Git, CocoaPods, Jenkins, NPM

Network Protocol: http, https, JSON, Protocol Buffer Design pattern: Singleton, Proxy, Strategy

SOFTWARE DEVELOPMENT EXPERIENCE

ABCMouse (iOS / Cocos Engine)

Tencent 05/2020 - present

Cooperated by Nineteen people

- · Completed Cocos-based client-side hot update solution
- · Solved the project's 2 year old legacy of audio and video blackscreen problems
- Optimisation of project Crash rate reduction below 0.25%, writing Crash protection components
- · Completed the transition from UIWebview to WKWebView

Smart Management System of Training institutions (React Native)

SiShuXueFu 07/2017 - 04/2020

Technical Partners

- Based on React Native, using Mobx data flow management, React Navigation for route navigation and React Native Ant Design for UI, the development was implemented on both iOS and Android
- Build a hot update server based on code-push-server to implement a dynamic hot update hot fix for React Native App
- Using hMailServer to build enterprise mailboxes, supporting the use of enterprise mailboxes for 2000+ employees of the group, processing 30,000 emails per month on average;

Qunar travel (iOS / React Native)

Qunar 08/2014 - 05/2017

Air Ticketing Business Group Main Program

- Leading the department in the migration of the new Qunar client architecture. Modularization practices for iOS projects based on Cocoapods, Jenkins automated packaging;
- · Leading my department's refactoring with React Native.

HOBBIES

Reading, Basketball

Heavy users of Apple products

Record life stories and work insights in my blog