

# Li-Wei Yap

Mönchfeldstraße 110, 70378 Stuttgart, Germany

☎ +49 174 477 9305 | ✉ [liweiyap@gmail.com](mailto:liweiyap@gmail.com) | 🏠 [liweiyap.github.io](https://liweiyap.github.io) | 💻 [liweiyap](#)



## Experience

### AnyDesk Software GmbH, Stuttgart | Android Developer

08/2021 - present

- Develop new features (including file manager and account login) in Java and C++ in native app for remote access with >50 million downloads on Google Play Store ▶.
- Improve integration of app into Android OS, including media projection for unattended remote access and extension of client API in AIDL.
- Improve existing features, including SaaS licensing model for increased revenue.
- Fix concurrency bugs and UI glitches.
- Modernise UX of major version in collaboration with designer, including implementation of drag-and-drop.
- Deliver timely app updates to target the latest Android versions and adhere to annual Android permission changes.
- Developed C++ program that generates Java `enums` from the cross-platform C++ codebase at build time, eliminating an entire source of run-time errors.
- Write automated unit tests with JUnit.
- Jointly responsible for Android code reviews and app store release management.
- Develop on wide range of Android devices: phones, tablets, foldables, Android TVs, Chromebooks, and AOSP devices.
- Improved UX of Win32 client in CJK languages by fixing behaviour of input method editor (IME) in C++.

### Hearing Diagnostics Ltd, Edinburgh | Software Developer

03/2020 - 06/2021

- Developed native Android app in Java and C++ for controlling remote audio device.
- Linux development in C++17, including UI development with Qt and data serialisation with *FlatBuffers*.
- My work was showcased in demos that won the start-up £715,000 in funding.

### IntiQuan GmbH, Basel | Modelling & Simulation Analyst

07/2018 - 09/2018

- Developed script-based workflow in R for statistical analysis and medical data simulation.

## Projects

### Narradir | Android



- Developed native app in Kotlin for automating narration in board games such as *Avalon* with *Jetpack Media3*.
- Synthesized audio files in Bash with Text-to-Speech API from Google Cloud SDK. Automated UI testing with *Espresso*.
- >10 thousand downloads on Google Play Store.

### Bouldering Log | Android



- Developed native app in Kotlin with Jetpack Compose, *Hilt*, and coroutines in MVVM architecture for logging personal bouldering training sessions.

### Text-Popover | Mac OS



- Developed native desktop menu bar app with SwiftUI. The app pops up at user-specified intervals with German idioms from SQL database.

## Education

### ETH Zürich | M.Sc. Computational Biology and Bioinformatics

09/2016 - 08/2019

### Imperial College London | B.Sc. Biotechnology

09/2013 - 06/2016

## Skills and Interests

<b>Programming langs.</b>	Java • Kotlin • C++ • Bash • Swift • SQL • Python • HTML • CSS • JavaScript • R • Matlab • $\LaTeX$
<b>Android</b>	Jetpack Compose • Android SDK • Android NDK • AIDL • Gradle • Espresso • JUnit
<b>Frameworks &amp; Tools</b>	Git • SwiftUI • Jekyll • Qt • CMake • MPI
<b>Project Management</b>	Jira • Confluence
<b>Graphic Design</b>	Inkscape • Gimp • Material Design
<b>Languages</b>	English (native) • German (Goethe-Zertifikat C1) • Mandarin (good) • Dutch (basic)
<b>Hobbies</b>	social-deduction board games • cycling • bouldering • acoustic guitar