




JING WEI LI

iOS Engineer & Graphic Designer

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EXPERIENCE

Software Engineering Intern

DraftKings Inc, Summer 2019 @ Boston, MA

Developed **iOS & Android frameworks** to scan the barcodes in driver's licenses to report metadata for identification purposes. Combined the above Android & iOS frameworks into a **Xamarin.Forms** library and developed tutorials on doing such, which enabled DraftKings' Xamarin team to leverage the power of native mobile libraries. Added new features to DraftKings' iOS app's login flow using the **VIPER architecture** to improve user experiences.

Independent iOS Developer

Beatslytics

Designed and programmed an iOS App with an Apple Watch counterpart, Beatslytics, and published it on the App Store. The app enables the user to rediscover their music with relevant analytics information about their music library.

Mobile Software Engineering Intern

Modernizing Medicine, Summer 2018 @ Boca Raton, FL

Worked as an **iOS developer** to maintain three apps from Modernizing Medicine: PocketEMA, Telehealth and Kiosk, with **Swift** and **Objective-C**. These apps directly improve the lives of more than 160 million patients. Designed and implemented new features, new UI elements and carried out bug fixes while collaborating closely with a full-scale Scrum team.

Graphic Designer

Rensselaer Union, Jan 2017 - Present @ Troy, NY

Apply **graphic design** skills in creating logos, posters, brochures, and other designs using **Adobe Illustrator**, **Adobe InDesign** and **Adobe Photoshop**. Networked with clubs & organizations to accommodate for special graphic design needs.

iOS Developer

RPI CSDT, Spring 2018 @ Troy, NY

Worked as an undergraduate researcher to develop iOS apps for viewing 3D models in a classroom setting, using cutting-edge technologies involving **Augmented Reality**. Adopted core iOS frameworks such as **SceneKit & Model I/O** for 3D model viewing, and **ARKit** for the augmented reality experience.

EDUCATION

Rensselaer Polytechnic Institute

B.S. Computer and Systems Engineering

B.S. Computer Science

Troy, NY, Aug 2016 - May 2020

PROJECTS

Additive Manufacturing Capstone Project

Collaborated with mechanical engineers to design a 3D printer capable of printing with two different materials by developing a unique **Python algorithm** for generating the toolpath.

SmartDesk | IED Project

Developed an iOS BLE app using **Core Bluetooth** to remotely control a smart home accessory. Built **Arduino** electronics to process the app's commands and carry out changes through hardware.

SKILLS

Apple Platforms Dev

iOS/macOS/watchOS Dev
Swift & Objective-C
Xcode
RxSwift & PromiseKit
Alamofire & URLSession
ARKit & SceneKit
Core Bluetooth
Core Data

Web Design

JavaScript
HTML5, CSS3 & Sass
React & jQuery

Design, UI & UX

Storyboarding
User Interface Design
Usability Testing
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Lightroom
Adobe XD
Affinity Suite

Android Development

Android Development
Java & Kotlin
Android Studio

UNIX

Bash & Shell Scripting
Command Line
Vim & tmux
Binary Exploitation

General Development

C/C++
C# Development
Python
Git & Subversion
Reactive Programming
Design Patterns
Agile, Scrum & JIRA
Arduino

Video Editing

Adobe Premiere Pro
Adobe After Effects
Final Cut Pro