Jing Wei Li

iOS Developer, Graphic Designer & Engineer

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Summary

iOS developer with a published app on the App Store and a successful iOS engineering internship. Other skills include graphic design, UI/UX design, software engineering, front-end web design & electrical and computers engineering.

Education

AUG 2016 - MAY 2020

Rensselaer Polytechnic Institute (RPI)
Troy, NY
Computer Science, Computer & Systems Engineering
GPA: 3.08

Rensselaer Leadership Award Winner
Dean's Honors List for Fall 2016 and Fall 2018

Relevant Courses:

COMPUTER SCIENCE:

Data Structures, Foundations of CS, Algorithms, Principles of Software & Programming Languages

ELECTRICAL & COMPUTER ENGINEERING:

Embedded Control, CAD, Computer Components & Operations, Electric Circuits, Intro to Electronics, Intro to Engineering Design

GRAPHIC DESIGN:

Intro to Graphic Design

Experience

JUL 2018 - PRESENT

Beatslytics
Independent iOS Developer

- 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.
- Currently a registered Apple Developer Program member.
- Designed & implemented a database schema to store analytics information on device, using the CoreData persistence framework from Apple.
- Developed a fully functional music player as a subset of features offered by Beatslytics, with the MediaPlayer framework.
- Gained familiarity with using iTunes Connect to publish an app to the App Store.
- Download Beatslytics today!

JAN 2017 - PRESENT

Rensselaer Union, Troy, NY
Graphic Designer

- 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.

MAY 2018 - AUG 2018

Modernizing Medicine, Boca Raton, FL
Mobile Software Engineering Intern

- 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.
- Implemented new features with major design patterns, such as MVC, MVVM with Reactive Programming, strategy, singleton and delegation.

- Issue tracking with JIRA, networking with AFNetworking & HTTP debugging with Charles Proxy.

JAN 2018 - MAY 2018

RPI CSDT, Troy, NY
iOS Developer

- 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.
- Created a networking layer to interact with REST APIs with NSURLSession and Alamofire.
- Designed UI and UX for the app from scratch.
- Used CocoaPods to integrate third-party libraries into the app.

FEB 2016 - MAY 2016

Quadlogic Controls Corp, New York, NY
AutoCAD Design Intern

- Drafted 10+ AutoCAD schematics of complex electrical products to enable smooth production of electronics.
- Verified 200+ service statuses of electrical products using TeraTerm in order to improve the satisfaction rating of the company.
- Assisted with EE processes such as soldering.

Projects

FALL 2018

Smart Desk | Intro to Engineering Design

- Programmed an iOS BLE app using Core Bluetooth to remotely control a smart home accessory.
- Utilized Adobe XD to design the app's UI and UX following Apple's Human Interface Guidelines.
- Built Arduino electronics to process the app's commands and carry out changes through hardware.

FALL 2018 - PRESENT

Automatic Door Control | RCOS

- Developed an iOS app to help disabled students open accessible doors on RPI campus.

FALL 2017

Embedded Control

- Utilized the SiLabs C8051 microcontroller to engineer a series of embedded systems, which include a Smart Car and a Gondola both capable of steering, driving and course correction, using the C language, A/D Conversion, I^{2}C, PWM and PID control algorithms.

SUMMER 2017 - PRESENT

Personal Website

- Designed a fully-responsive personal website entirely from scratch in JetBrains WebStorm, using HTML, CSS, JavaScript, jQuery and ReactJS.
- Reverse-engineered the mobile game 2048 using ReactJS and the MVC pattern.

Skills

PROGRAMMING LANGUAGES

<u>Proficient</u>: Python, Java, C++, C, Objective-C, Swift, JavaScript & Kotlin
<u>Familiar</u>: Scheme, Prolog, Haskell & Scala

MOBILE DEVELOPMENT

<u>Apple Platforms</u>: iOS & watchOS Development with Swift & Objective-C, Xcode, AppCode, iOS Networking, iTunes Connect & TestFlight.
<u>Android</u>: Android Development with Android Studio and Kotlin

GENERAL ENGINEERING

AutoCAD, MatLab, PSpice, Siemens NX, Embedded Systems, Logic Design, Circuit Design & Arduino

SOFTWARE ENGINEERING

Agile & Scrum, Atlassian JIRA & Git

OPERATING SYSTEMS

 Microsoft Windows, macOS, iOS, watchOS & Linux

WEB DESIGN

HTML, CSS, Sass, jQuery, ReactJS & Dreamweaver

GRAPHIC DESIGN, UI & UX

Storyboarding, Photoshop, Illustrator, InDesign, Lightroom & Adobe XD

VIDEO EDITING

Premiere Pro, After Effects, Adobe Audition & Final Cut Pro

MISCELLANEOUS

Microsoft Office