JING WEI LI

iOS Developer & Designer, Engineer

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ABOUT

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

EXPERIENCE

2019 — Software Engineering Intern
DraftKings.Inc | 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 DraftKing' iOS app's login flow using the VIPER architecture to improve UX.

2018 - now — Independent iOS Developer

• **Designed and programmed an iOS App with an Apple Watch counterpart, Beatslytics, and published it to 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 Member.

2018 — Mobile Software Engineering Intern
Modernizing Medicine | 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.

• 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.

2018 — iOS Developer
RPI CSDT | 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.

• Designed the UI and UX for the app from scratch.

2017 - now — Graphic Designer
Rensselaer Union | 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.

EDUCATION

Rensselaer Polytechnic Institute | 2016 - 2020
B.S. Computer Science & Computer Engineering Dual Major
GPA: 3.17 | Rensselaer Leadership Award Winner

RELEVANT COURSEWORK

Data Structures, CAD, Embedded Control, Computer Components & Operations, Electric Circuits, Intro to Electronics, Foundations of Computer Science, Intro to Algorithms, Principles of Software & Programming Languages

PROJECTS

2018 — SmartDesk - IED Project
• Designed and coded 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.

2017 - now — Personal Website - ljw980105.github.io
• 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.

2017 — Embedded Control - Fall 2017
• Utilized the SiLabs C8051 microcontroller unit 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^2C, PWM and PID control algorithms.

SKILLS

9 programming languages:
Python, Java, Swift, Objective-C, Kotlin, C++, C, C# & JS

7 mobile development skills:
iOS & watchOS development, Android development, Xcode, Android Studio, Storyboarding, iTunes Connect & TestFlight.

7 engineering skills:
AutoCAD, MatLab, Siemens NX, Embedded Systems, Logic Design, Circuit Design & Arduino

7 general software tools:
Git, MS Office, MS Windows, macOS, iOS, watchOS & Linux

6 web design skills:
HTML, CSS, Sass, jQuery, ReactJS & Dreamweaver

5 digital design tools:
Photoshop, Illustrator, InDesign, Lightroom & Adobe XD

4 video editing tools:
Premiere Pro, After Effects, Audition & Final Cut Pro