JUNIOR IOS SOFTWARE ENGINEER

Highlights

Proficient in	Prior experienced in
• Objective - C	• JavaScript
• Java	• HTML
• C/C++	• PHP

Education

Master of Science : Computer Science 2015 George Washington University City , State , USA

Bachelor of Engineering : Detection Guidance and Control Technology 2013 Nanjing University of Aeronautics and Astronautics City , State , China

Work History

Software Engineer 01/2016 to Current Vertiv Holdings, Llc Westerville , OH

- Learning basic software engineer's working skills, including unit testing, code quality improvement, and so on.
- Creating and upgrading IT solutions that directly impact hospitals and clinics, as well as doctors, clinicians, and patients
- Programming Language: Java, Javascript, HTML, CSS.

iOS Developer - Internship 10/2015 to 01/2016 Abroad Intellect Capital City , STATE

- Worked on an iOS project with a team, developed: push notifications, cursor library, and caching within the iOS framework.
- Applied SQLite to communicate between the mobile app and the company's web application.
- Programming language: Objective-C, Swift.

Junior iOS Software Engineer, Internship 05/2015 to 09/2015 LifeFuels City , STATE

- Develop an iOS application with software development team.
- Get involved in most project phrases, from UI/UX designing, software development, software debugging to software testing.
- Collected data from other mobile application or web application based on Oauth 2.0 protocol.
- Improved user experience by adding UIKit animations and SpriteKit animations.
- Programming Language: Objective-C.

iOS Developer, Project Manager 06/2014 to 01/2015 China Concordia Infotech Co.,Ltd City , STATE

- Developed an iOS task manager application, with both on-line and off-line information system.
- Involved at every project phrase, from concept creation to app store deployment.
- Responsible for general maintenance of application library and debugging.
- Programming Language: Objective-C, PHP.

Projects

iOS Games (Summer 2014 - Summer 2015 Team Project):Â Â

- Published four iOS system based mobile games in Apple AppStore.
- Implemented user interaction with iOS mobile facilities, gesture recognition, data transmission,Â .plist files and sandbox files reading and writing, players online matching from GameCenter.Â
- Employed Objective-C, SpriteKit, UIKit, CAKit and other frameworks, Cocoa pods, Photoshop.Â 3,000 lines of code for each game.

Personal Exhibition of Works Website (Fall 2014, Individual Project):Â Â

- Implemented a personal website designed to exhibit personal works of html5 games and links to publish IOS apps.Â
- Implemented a self-made bulletin broadcast systemÂ
- Employed html, css, js, php, mysql and an open source framework ThinkPHP.Â 2,000 lines of code Â· Â Â

Java Chess Game (Fall 2014, Group Project):Â

- Developed a window based, player vs. computer chess game using java.
- Developed a rating algorighms to calculate best movement of computer.
- Developed user interfaceÂ Â

Html5 Board Game (Fall 2014, Individual Project):Â Â

- Implemented a desktop and mobile HTML5 strategy video game.Â
- Implemented user interaction with a browser.
- Employed PHASER framework,Â JavaScript, PHASER framework, Photoshop.Â 2,000 lines of code. Â· Â Â Â Â Â

Virtual reality tele-operation system (Fall 2012, Individual Project):Â Â

- Participated in a national defense project to design a ground tele-operation systems for space robots based on virtual reality.
- Implemented C++ programs for control algorithm simulations.
- Employed C++, OpenGL. 2,000 lines of code.