

Shao-Chi (Andy) Liang

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Summary of Qualifications

- Over 4 years of experience in iOS development with multiple published App Store apps.
- Proficient in Swift, Objective-C, UIKit, Xcode, Auto Layout, and Grand Central Dispatch.
- Designed and developed apps that have reached the Top Charts on the App Store.

Technical Skills

- **Proficient Languages** Swift, Objective-C, Racket (Scheme), Java, C & C++
- **Intermediate Languages** Javascript, HTML & CSS
- **Platforms and Tools** iOS & macOS, Xcode, Git, Vim, Atom, Zsh, Bash
- **Design Tools** Sketch, Adobe Photoshop, Adobe InDesign

Work Experiences

Splunk> Inc. — Splunk Mobile

Sep 2018– Present

Native iOS, Software Engineering Co-op — San Jose, CA

- Developed iOS SDKs used internally by Splunk Mobile products as foundations of our projects.
- Created components to enhance mobile development workflow, including architecture templates.
- Replaced native UIKit components, including `UISplitViewController`, with our own implementation that is more flexible and dynamic than their system counterparts.

Yahoo! Inc. — Flurry SDK

May–Aug 2017, Jan–Apr 2018

iOS Software Engineering Intern — Sunnyvale, CA

- Worked on the next-gen streaming protocol for the iOS SDK and the Flurry Analytics app.
- Delivered enhancements to the core analytics SDK reaching over a billion sessions globally.
- Utilized the Actor model to improve the foundations of the SDK to deliver large scale modules without any deadlocks or race conditions.
- Added many new features to the Flurry Analytics app, including iPad support and design enhancements.

Indie Mobile Developer & Designer

Since Jan 2014

- Designed, developed, and released multiple iOS apps — Sigma Planner and Blurry.
- Open-sourced many personal projects, and contributed to open-source projects on GitHub.
- Created many in-house iOS apps to improve personal efficiency in daily workflow.

Projects

Sigma Planner — iOS

Sep 2015–Present

<https://itunes.apple.com/ca/app/sigma-planner/id1106938042?mt=8>

- Created a task planner for students worldwide with over 50K downloads in its first year of release.
- Reached App Store categorical Top Charts multiple times, including Top 5's in 7 countries.
- Built for all students with customizable features to manage schedules, courses, and tasks.
- Designed the UI with user-centric UX and drew many graphical components for the app.

Blurry — iOS

Jun 2017

<https://itunes.apple.com/ca/app/blurry/id1254612844?mt=8>

- An ultra-lightweight app that allows the user to easily add gaussian blur to their photos.

Kyoushitsu/Passport — JS

Jan–Oct 2016

- An online platform currently deployed at a local Vancouver high school for students to track their progress as they earn *badges* (achievements) based on goals created by teachers.

Education

Honours Bachelor of Computer Science

(Expected) Sep 2016–Jun 2021

University of Waterloo — Waterloo, ON

- **Awards:** 2016 University of Waterloo President's Scholarship of Distinction
- **Achievement:** Won First Place in optimization contest for building most-optimized MIPS compiler.