

Andy Liang

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andyliang.me

meteocho

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SUMMARY OF QUALIFICATIONS

- Over 5 years of experience in iOS app development with two released App Store apps.
- Experienced in UI and UX design for mobile products from multiple projects using Sketch.

TECHNICAL SKILLS

Proficient Languages Swift, Objective-C, C, C++, Racket (Scheme), Java, Javascript

Platforms and Tools iOS, macOS, Xcode, CocoaPods, Realm, Jira, Git, Vim, Zsh

Design Tools Sketch, Adobe XD, Adobe Photoshop

WORK EXPERIENCES

Apple

May 2019 – Aug 2019

UIKit Frameworks Engineer, Co-op – Cupertino, CA

- Implemented new Context Menu API for **SwiftUI** shipping alongside the iOS & iPadOS 13 SDK.
- Prototyped experimental Drag and Drop features on iOS and iPadOS using **UIKit & SwiftUI**.
- Assisted developers from around the world in UIKit, SwiftUI, and MacCatalyst labs at WWDC 2019.

Splunk>

Sep 2018 – Dec 2018

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

- Architected, designed, and developed a new Splunk iPad app for business analysts using **Swift**.
- Iterated through many **UX design patterns** to take full advantage of the iPad Pro form factor.
- Implemented annotations feature with precise Apple Pencil drawing support, caching, and sharing.
- Developed internal SDKs using **Swift**, **VIPER**, and **CocoaPods** to modularize app-building process.

Yahoo! Inc. (Oath)

Jan 2018 – Apr 2018

iOS Software Engineering Intern – Sunnyvale, CA

- Developed the **next-gen streaming protocol** for the iOS Flurry Analytics SDK using **Objective-C**.
- Utilized the **Actor concurrency model** to enable asynchronous operations without race conditions.

Yahoo! Inc.

May 2017 – Aug 2017

iOS Software Engineering Intern – Sunnyvale, CA

- Implemented revenue analytics, custom app groups, and iPad support for the Flurry Analytics app.
- Streamlined outdated testing solutions used by the QA team into one single test application.

PROJECTS

Sigma Planner – iOS

Sep 2015

<https://apps.apple.com/app/sigma-planner/id1106938042>

- Created a student task planner using **Swift** and **Realm**, with over 50K downloads in one year.
- Reached Education category Top Charts on the App Store in 2017, including **Top 5's in 7 countries**.

Blurry – iOS/macOS

Jun 2017

iOS: <https://apps.apple.com/app/blurry/id1254612844>

Mac: <https://apps.apple.com/app/blurry/id1482686361>

- Built an iOS and macOS (Catalyst) app that allows users to apply gaussian blur to their photos.

EDUCATION

Honours Bachelor of Computer Science

(Expected) Sep 2016 – Jun 2021

University of Waterloo – Waterloo, ON

- **Achievement:** Won First Place in contest for building most-optimized WLP4 (C-like) compiler.