

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

Development

- Swift
- Objective-C
- Java
- C and C++

Design

- Sketch
- Photoshop

Platforms and tools

- iOS and macOS
- Xcode

Experiences

Yahoo! Inc. (Flurry SDK)

May 2017–Aug 2017

iOS Software Engineering Intern – Sunnyvale, CA

Jan 2018–Apr 2018

- Worked on the Flurry Analytics app and the next-gen streaming protocol for the iOS SDK.
- Delivered enhancements to the core analytics SDK reaching billions of sessions worldwide.
- Utilized the Actor model to deliver large scale modules with no deadlocks or race conditions.
- Added new features to the Flurry app, including iPad support and design enhancements.

Indie App Designer & Developer

Jan 2014–Present

- Designed, developed, and released multiple iOS apps, including: **Sigma Planner**, and **Blurry**.
- Open-sourced personal projects, and contributed to many open frameworks on GitHub.
- Created many in-house iOS projects that improve my efficiency in daily workflow.
- Experienced in graphics, user-interface and user-experience design.

Projects

Sigma Planner (iOS)

Sep 2015–Present

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

- Created a student task planner with over 50K downloads in its first year of release.
- Reached App Store Category Top Charts multiple times, including Top 5's in 7 countries.
- Built for students worldwide with customizable features to manage courses and tasks.
- Implemented a self-designed user interface, along with many graphical components.

Blurry (iOS)

Jun 2017

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

- An ultra-lightweight app that allows the user to blur their photos for wallpaper creation.

Kyoushitsu / Passport (Web)

Jan 2016–Oct 2016

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

vm (C++)

Nov 2017–Dec 2017

- Built a vim-like text editor using C++ and multiple levels of abstraction.
- Implemented vim commands (including macros), text handling, and syntax highlighting.

Awards & Scholarships

- 2016 University of Waterloo President's Scholarship of Distinction
- 2016 B.C. Graduation Examinations Scholarship
- 2016 B.C. District/Authority Scholarship

Education

University of Waterloo

Sep 2016– Jun 2021

Waterloo, ON

- Candidate for *Honours Bachelor of Computer Science* (Cumulative GPA: 3.82)