

## Summary

Android developer since 4.0 era. Worked on top apps in China. Loves writing beautiful code producing beautiful experience. Solved both abstract architectural problems, and concrete problems of various aspects of Android development.

## Work

### Mobike

Beijing, China

#### Senior Android Developer

May 2017 - Present

- Implemented a new application architecture, reimplemented the main part of the app logic/UI components in this new architecture: RxJava 2 and Kotlin is extensively used; Worked on modularization of old monolithic code base, rewrote some giant 5000 loc classes into small and modular classes; Implemented the new UI redesign
- Implemented various new features
- Worked on implementations of our UI guideline

### Tantan

Beijing, China

#### Android Team Lead

Aug 2014 - Jan 2017

- Architected the whole project and implemented main features: most of the UI – swiping, chat, feed, user profile, settings...; networking, database persistence, various business logic, video playing/compressing...
- Database persistence API supporting memory cached, incrementally updated, reactive, lazy-loading queries with transactions for updates. We routinely test with 20k conversations in conversation list, and good performance and small start-up time is achieved
- Code generation from a single data object definition file, to it's JSON parser, protobuf parser (reimplementation of protobuf-nano), and SQLite schema
- RxJava is used to build the whole application architecture: lifecycle events, database queries, networking results...
- Anti-spam and anti-reverse engineering design and implementation
- Implemented some fancy UIs animations (and still maintaining 60fps)

## Buzzwords

- **Java - Kotlin - Scala - SQLite - RxJava**
- **Material Design - Android performance tuning - Proguard & DexGuard**
- **Reactive Programming - Functional Programming - Graphics and GUI framework internals - Test Driven Development - MVVM**
- **Git - IntelliJ IDEA**

## Open Source

- I have a broad interest in various CS/SE topics, for example I have prototyped: dependent type theory with structural subtyping ([github.com/molikto/ChihuahuaLang](https://github.com/molikto/ChihuahuaLang)), collaborative text editing, structural editors, RTS game ([github.com/molikto/BraveNewWorld](https://github.com/molikto/BraveNewWorld)), etc.
- Contributed to open source projects in my spare time, for example, [github.com/lihaoyi/mill](https://github.com/lihaoyi/mill)

## Ancient History

### Tianjin University

Tianjin, China

#### BE, Material Science and Technology

2010 - 2014

### Face++

Beijing, China

#### Android Developer Intern

Sep 2013 - Dec 2013

Independently developed two Android apps, written in Scala. Face++ has the most talented algorithm researchers in China and working with them is great

### Calendar++

#### Indie Developer

2012 - 2013

Created a AOSP Calendar fork and integrated Google Tasks, also made various improvements to Calendar. Published in Google Play as a paid app and had 10K users