# Yufeng Ren

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Male · 33 years old · 10+ years of work experience
Bachelor's Degree · Shanghai

## ✦ Professional Summary

- 10 years of experience in mobile development, nearly two years of team management experience (10+ members)
- Proficient in all Android modern technology stack with systematic understanding of infrastructure construction
- Skilled in Java/Kotlin languages, familiar with Android Framework, and experienced in packaging, compiling, componentization, plug-in development, and hot fixes
- Extensive experience in front-end development, experience in ReactNative, React, Angular, and Electron technology stacks
- Experienced in CI/CD devOps development (Jenkins/GitHub Actions) with a good understanding of Docker containerization
- Strong awareness of software security, familiar with data encryption, code obfuscation, anti-cracking, reverse engineering, etc
- Stay hungry Stay foolish, Enthusiastic developing with multiple independent apps (see footer for details)

## ✦ Work Experience

### Binance(Dubai)   Senior Android Engineer                      2022.01-2023.11

- Rank: T3-2; responsible for core trading finance business development and maintenance of Binance App
- Led the implementation of subtitle/recording technology for video conferencing in the inter-communication software Wea.
- Established and maintained the BOS efficiency platform on the web, enhancing project quality and improving work efficiency.
- Participated in the initial engineering construction and implementation of the DEX application apollox project from scratch

### Liulishuo(ShangHai)   Tech Leader                              2017.10-2021.10

- Rank: L7; serving as the Tech Leader of the Android team, managing a team of 10+ members. Responsible for setting team OKRs, conducting performance management, and planning personnel training and talent development.
- Refactored the technical architecture of Liulishuo App, standardized the technology stack, and sinking common modules, significantly improving development efficiency.
- Led the engineering performance optimization of Liulishuo App and core business modules (first purchase/repeat purchase/ payment process/learning experience), tracking process payment chains to ensure the stability of online applications.
- Led the team in maintaining and constructing various infrastructure, including archiving platforms, grayscale platforms, CICD systems, recording/scoring systems, login systems, push notification systems, and learning engine systems.
- Independently developed and iterated the CMS content management platform, significantly improving the teaching content production efficiency of the research and development team.

### XD.com (ShangHai)   Senior Engineer                           2014.05-2017.10

- Served as a senior mobile development engineer, responsible for participating in the construction and business iteration of the TapTap iOS client for the game community platform from scratch.
- Responsible for the development of applications such as Sofa Butler, Sofa Desktop, and Buding Video for the OTT platform.
- Led the development of the Pocket Remote Control on the Android platform, compatible with remote control commands of most OTT manufacturer boxes.
- Independently handled the setup of ELK log system, improving the efficiency of online log retrieval and problem troubleshooting.

### Kedacom (ShangHai)  Android Engineer                          2013.07-2014.05

- Served as an Android engineer, involved in the development of modules such as instant messaging (IM), meetings, and the square for the Mo Yun video client.

## ✦ Key Projects

### Binance App (Android)                                         2022.01-2023.11

- Responsible for the development of um/cm trading, e-options, strategy-trading, and copy-trading related businesses on the Android platform of the Binance App.

- Responsible for performance optimization work, including merging and sinking business modules, reducing package sizes by 15MB, managing memory leaks to zero, and implementing UI Blocking/LCP statistical alerts.
- Introduced Clear design pattern, formulated encapsulated base arch, prioritizing implementation in the Coin-M trading module.
- Migrated the entire business code of the finance team to independent sub-repositories, maintained multiple packaging machines running Github runners, and customized CI/CD to support AAR packaging of various engineering modules.

## BOS (Web Platform)                                          2022.07-2023.10

Internal efficiency platform for the team, integrating engineering quality management, team management, sentiment analysis management, and automated bot management

- Built a Node.js + Koa + TypeScript service framework to provide basic RESTful API services and personalized cron jobs.
- Utilized Flask to build Python services, implementing bot resource scheduling, and using TweetNLP + PyTorch for sentiment analysis of Twitter data and presenting reports.
- Used Vue2 + AntDesign to build web front-end and Wea mini-program pages, involving pages related to bot/duty/tasks/bugs management, among others.

## Wea App (MacOS)                                             2022.10 – 2023.03

MacOS application, an internal communication and meeting software similar to Feishu, integrating Agora services to enable audio and video calls

- Independently researched and developed the Wea Caption subtitle service, using SpringBoot to build backend services. Integrated Agora Recording to receive PCM audio frames within channels, scheduled Azure STT services for subtitle parsing based on UID, broadcast subtitle sequences using Agora RTM, archived channel subtitles using MySQL, and used Redission to register hostnames to ensure scheduling of multi-node services. Supports over 50+ online meeting rooms at peak times.
- Developed the subtitle section of the Mac desktop client using the Electron + React + TypeScript technology stack, integrating Agora RTM to receive relevant signals and display subtitle windows, subtitle history panels, etc.
- Participated in the engineering setup of the Wea Video Recording screen recording service, processing YUV Video frames from Agora SDK, supporting mutual conversion with OpenCV Mat, overlaying meeting information, writing video frames to disk files via FFMPEG codec, and supporting uploading the screen recording files to AWS

## Liulishuo App (Android)                                     2019.10 – 2021.10

Liulishuo App is the most important English learning app of the Liulishuo company, serving as the main source of traffic and revenue, with a cumulative registered user base of 200 million and a peak monthly active user count of up to 11 million.

- Streamlined and restructured the architecture of the Liulishuo app, fully componentized it, sinking more than 15 common module libraries, achieving 100% plug-and-play capability for business modules, and doubling the project build speed.
- Merged and split, then restructured certain business modules, integrating the standalone product Darwin English app into the Liulishuo English app, significantly reducing project maintenance costs.
- Established an automated solution to track app performance metrics and continuously optimized them, including reducing crash rates from 3‰ to 1‰ and decreasing package size from 90MB to 60MB.
- Maintained and developed foundational dependency libraries, including recording scoring, CDN acceleration, hybrid containers, login, push notifications, certificate verification, download libraries, dynamic So, DMP, and more than 20 common SDKs. Also, maintained and developed foundational services such as archiving platforms, grayscale platforms, CICD, and Nexus repositories.
- Unified project technology stacks, reducing dependencies on third-party libraries, adopting MVVM pattern globally, and standardizing the use of Jetpack/RxJava2 technology stacks for business development.
- Managed security and compliance risks by developing complementary security inspection tools, addressing over 30 security privacy compliance issues, and integrating UGC access shield audits for all adult business line projects to achieve full chain coverage, ensuring 100% compliance with online security audits.

## Darwin App (Android)                                        2017.10 – 2019.10

The fully paid adaptive English learning app launched by Liulishuo.

- As a team IC, responsible for core business development, building the entire Android engineering architecture from scratch.
- Designed and optimized complex question type drivers, modularized, templated, fully configurable across the entire chain, reducing the development cycle of new question types from two weeks to one week, and doubling development efficiency.
- Promoted the complete transition of Android engineering to Kotlin, adopting AndroidX, and utilizing Jetpack technology stack for business modules.
- Optimized local speech scoring (sub-process/JNI) and online speech scoring (WebSocket connection), added retry mechanisms to ensure sufficient stability of speech scoring.

- Designed TaskChain to meet the complex business logic of over 40 pop-ups on the homepage, steadily increasing the conversion rate of initial purchases.
- Introduced Robolectric and Mockito to achieve 100% unit test coverage for the Darwin learning module.
- Encapsulated Glide Registry component to address the excessive memory usage and page stutter caused by ultra-long images.

### Sofa Desktop/Pudding Video(Android TV)                    2016.04 – 2017.06

OTT Platfom applications, Sofa Desktop accumulated 5 million users; Pudding Video accumulated 10 million users, with a monthly increase exceeding 1 million.

- Participated in the development of the aforementioned Android TV apps.
- Designed a dynamic skin solution to support various themes and skins for Sofa Desktop.
- Introduced the Universal Image Loader image engine, made secondary encapsulation of the Volley network framework, and introduced IJKPlayer to support both software and hardware decoding solutions simultaneously.
- For the Android TV focus distribution feature, encapsulated reusable scrolling components and developed a TV version of the Material Design style UI SDK.

### TapTap (iOS)                    2014.06 – 2015.04

- Conducted initial technology stack selection and architecture setup for TapTap iOS client development from scratch.
- Developed business features based on the ReactNative technology stack, using Objective-C to write bridges for various foundational modules (such as umeng/AD/sensor) to provide RN calls, and adopted a bundle hot update strategy to bypass Apple's review process.

### KouDai Remote Controler (Android/TV)                    2014.06 – 2015.04

An Android platform remote control application, remotely controlling smart TVs, with remote control capabilities covering most Android TV devices.

- Primarily responsible for the architecture design and development of communication between mobile and TV ends.
- Customized an application protocol stack based on TCP/IP to maintain long connections between devices, and implemented device discovery based on the MDNS protocol.
- Developed a custom Nano http web server for resource access and push notifications.
- Implemented remote control commands using various methods such as Linux uinput, ADB Monitor, and Instrumentation.
- Utilized dynamic dex to ensure compatibility with various types of Android TV devices.

## ✦ Personal Projects

Personal website：https://septenary.cn/

### LingoCat                    https://liulimao.com/

An English learning application combined with AI, responsible for building the SpringBoot server, integrating Azure Open AI, writing teaching prompts, encapsulating Ws STOMP services, vocabulary services, and learning plan services.

### Universal Artist                    http://www.azhong.work

Designer's portfolio showcasing a complete solution, which has been open-sourced. The frontend is built using Angular, complemented by a MacOS desktop tool (electron + Angular) for maintaining and publishing works.

### DokiDoki                    https://itunes.apple.com/cn/app/id1413148693

A general-purpose second-dimensional social application, open-sourced. Independently developed iOS/Android versions, designed application architectures for each platform, developed feed streams, instant messaging (integrated with Netease Cloud Communication), and other business modules.

## ✦ Education

Heilongjiang University of Science and Technology.  Bachelor's degree                    2009.09–2013.06

# 任玉峰

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男 · 33岁 · 10+ 年工作经验 · 本科 · 上海

## ✦ 专业优势

- 有十年移动端研发工作经验，近两年团队管理经验，带过10+人技术团队
- 掌握 Android 主流技术栈并了解其原理，对客户端工程架构、稳定性、性能优化和基础设施建设有体系化思考
- 擅长 Java/Kotlin 语言，熟悉 Android Framework，掌握打包编译、组件化、插件化、热修复等技术
- 有大前端发经验，掌握 ReactNative 和 React/Angular/Electron 技术栈
- 有 CI/CD devOps 开发经验 (Jenkins / GitHub Actions)，对 Docker 容器化有一定了解
- 有足够的软件安全意识，熟悉数据加密、代码混淆、防破解、工程逆向等技术
- 爱折腾，开发上线过多款独立应用（可参见页尾）

## ✦ 工作经历

### 币安（迪拜）　Senior Android Engineer　　2022.01-2023.11

- 职级 T3-2，负责 Binance App 核心交易 finance 业务开发维护及工程性能优化工作
- 主导内部通讯软件 Wea 在视频会议方面的 字幕/录屏 技术的调研与实施工作
- 搭建维护 Web 端效率平台 BOS，管理提升项目质量，管理团队交付质量及工作效率等
- 参与 DEX 应用 apollox 项目初期从 0 到 1 的工程搭建与落地工作

### 流利说（上海）　Android Leader　　2017.10-2021.10

- 职级 L7，担任 Android 团队 Tech Leader 管理 10+人团队，制定团队 OKR，进行绩效管理，规划人员培养和梯队建设
- 重构 达尔文英语/流利说·英语 的技术架构，统一技术栈，下沉公共模块，显著提升研发效率
- 建设 流利说·英语 的工程性能指标优化以及核心业务模块(首购复购/支付流程/学习体验)的流程链路跟踪，保障线上应用足够的稳定性
- 带领团队维护建设各类基础设施，包括归档平台/灰度平台/CICD/录音打分/登陆/推送/题型引擎等
- 独立开发迭代 CMS 内容管理平台，显著提升教研团队的教学内容制作效率
- 后期负责 K12 流利说·少儿业务线，协助产品/市场团队推进版本迭代，保障按期交付

### 心动网络（上海）　Senior Engineer　　2014.05-2017.10

- 担任高级移动开发工程师，负责参与游戏社区平台 TapTap iOS 客户端从 0 到 1 的工程搭建与业务迭代工作
- 负责 OTT 平台的 沙发管家/沙发桌面/布丁视频 等应用的研发工作
- 主导 Android 端的 口袋遥控器 研发工作，兼容了大部分 OTT 厂商盒子的遥控操作指令
- 独立负责 TapTap 开发者中心前端研发工作，为游戏厂商与 TapTap 业务对接打下基础
- 独立负责 ELK 日志系统的搭建工作，大幅提升检索线上日志/排查线上问题效率

### 科达科技（上海）　Android Engineer　　2013.07-2014.05

- 担任 Android 工程师，参与摩云视讯客户端 IM/会议/广场 等模块的开发工作

## ✦ 主要项目

### Binance App (Android)　　2022.01-2023.11

币安是全球 Top 1 的加密货币交易所，市占率超 50%

- 负责 Binance App Android 端的 um/cm trading，e-options，strategy-trading，copy-trading 相关业务的研发工作
- 负责性能优化工作，包括业务模块归并下沉，包大小治理降低 15mb，内存泄漏治理 0-leaks，UI Blocking/LCP 统计报警等
- 引入 Clear 架构的设计模式，制定封装 base arch，转换 DataBlock，二次封装 happywss 等，优先在 Coin-M 交易模块落地
- 迁移整个 finance 团队的业务代码为独立子仓，维护多台打包机运行 github runner，定制 CI/CD 以支持工程各模块 AAR 打包

### BOS platform (Web)　　2022.07-2023.10

团队内部效率平台，集成工程质量管理，团队管理，舆情分析管理，自动化 bot 管理等

- 搭建 nodejs + koa + typescript 服务框架，提供基础的 restful API 服务，以及个性化 cron job 等

- 采用 flask 搭建 python 服务，实现 bot 资源调度，使用 tweetnlp + pytorch 对 twitter 抓取数据并做情感分析呈现报表等
- 采用 Vue2 + AntDesign 搭建 web 前端及 wea 小程序页面，涉及 bot/duty/sprint/jira 管理等相关页面

### Wea App (MacOS) <span style="float:right">2022.10 – 2023.03</span>

MacOS 应用，公司内部通讯会议软件（类飞书），集成 Agora 服务实现音视频通话

- 独立调研开发 Wea Caption 字幕服务，使用 SpringBoot 搭建后台服务，集成 Agora Recording 接收频道内的 PCM Audio Frame，按 UID 区分调度 Azure STT 服务做字幕解析，使用 Agora RTM 广播字幕序列，采用 MySql 归档频道字幕，使用 redission 注册 hostname 保障多节点服务调度等，高峰时最多支持了 50+ 会议频道使用字幕服务.
- 开发 Mac 桌面版客户端的字幕板块，使用 Electron + React + Typscript 技术栈，集成 Agora RTM 接收相关信令展示字幕窗，字幕历史面板等
- 参与 Wea Video Recording 录屏服务的工程搭建与开发，接收 Agora SDK 的 Video YUV frame，与 OpenCV Mat 相互转换，并在 overlay 绘制与会信息，通过 FFMPEG codec 写入视频帧到磁盘文件，支持上传录屏文件到 AWS 等

### 流利说英语 (Android) <span style="float:right">2019.10 – 2021.10</span>

流利说公司最重要的英语学习 App，承担公司主要流量及收入来源，累计注册用户2亿，月活最高达1100W

- 梳理重构流利说应用架构，全量组件化，下沉公共模块库15+个，达到业务模块100%可插拔，项目构建速度提升2倍
- 合并拆分下沉重构部分业务模块，将独立产品达尔文英语 App 融入流利说·英语 App，大幅减少项目维护成本
- 建立跟踪 App 性能指标的自动化方案并持续优化，其中将Crash率从3‰ 降到1‰，包大小从90mb减小到60mb
- 维护建设底层依赖库，包括录音打分/CDN加速/Hybrid容器/登陆/推送/证书校验/下载库/动态So/DMP 等公共SDK 20 余个，维护建设基础服务，包括归档平台/灰度平台/CICD/Nexus仓库等
- 统一项目技术栈，减少三方库依赖，全局采用 MVVM 模式，规范使用 Jetpack/RxJava2 技术栈开发业务
- 管控安全合规风险，开发配套安全检查工具，处理安全隐私合规问题 30+，梳理成人业务线各项目 UGC 接入 Shield 审核达到全链路覆盖，保障线上安全合规审核 100% 通过

### 达尔文英语 (Android) <span style="float:right">2017.10 – 2019.10</span>

流利说推出的全付费自适应英语学习应用

- 作为团队 IC，承担核心业务研发工作，从 0 到 1 搭建整个 Android 工程架构
- 设计优化复杂题型驱动，模块化、模板化、全链路可配置，新题型开发周期从两周缩短到一周，开发效率提升1倍
- 推进 Android 工程 100% Kotlin 化，Androidx 化，业务模块使用 Jetpack 技术栈
- 优化本地口语打分 (子进程/JNI)、线上口语打分 (WebSocket连接)，增加重试机制，保障录音打分有足够的稳定性
- 设计 TaskChain 以满足首页40余个弹窗的复杂业务逻辑，稳定提升业务首购转化率
- 引入 Robolectric、Mockito 使达尔文题型模块的单元测试达到 100% 覆盖率
- 封装 Glide Registry loader/decoder 解决超长图内存占用、页面卡顿问题
- 搭建工程各项基础设施，制定脚手架，配置复用 CI/CD，编写工具脚本等

### 沙发管家/布丁桌面/布丁视频 (Android TV) <span style="float:right">2016.04 – 2017.06</span>

OTT 平台应用，沙发桌面累计用户 500W；布丁视频累计用户 1000W，月跃超 100W；

- 参与以上三款 Android TV App 的研发工作
- 为支持沙发桌面各类主题皮肤，设计动态化皮肤方案
- 引入图片引擎 UniversalImageloader，对网络框架 Volley 做二次封装，引入 IJKPlayer 同时支持软硬解编码方案
- 针对 Android TV 焦点分发特性，封装可复用滚动组件，开发 TV 版的 MaterialDesign 风格的 UI SDK

### TapTap (iOS) <span style="float:right">2014.06 – 2015.04</span>

- 对 TapTap iOS 客户端开发做前期技术栈选型和架构搭建工作
- 基于 ReactNative 技术栈开发业务，使用 objective-c 为各基础模块（umeng/AD/sensor 等）编写 bridge 提供 RN 调用, 采用 bundle 热更新策略跳过苹果审核

### 口袋遥控器 (Android 端 / TV端) <span style="float:right">2014.06 – 2015.04</span>

Android 平台遥控器应用，远程操控智能电视，遥控能力覆盖了大部分 Android TV 设备

- 主要负责手机端与TV端的通信的架构设计与开发工作
- 自定义基于 TCP/IP 的应用协议栈，保持设备长连接，基于 MDNS 协议实现设备发现

- 自定义 NanoHTTPD web server 实现资源访问与推送
- 采用多种方案 Linux uinput、ADB Monitor、Instrumentation 实现遥控指令
- 利用 dynamic dex 来兼容各类 Android TV 设备

## ✦ 个人项目

个人站点：https://septenary.cn/

### LingoCat
https://liulimao.com/

结合 AI 的英语学习应用，产品介绍，负责搭建 SpringBoot 服务端，集成 Azure Open AI，编写教研 prompt，封装 Ws STOMP 服务，词汇服务，学习计划服务等

### Universal Artist
http://www.azhong.work

设计师作品展示完整解决方案，已开源，前端采用 Angular， 配合 MacOS 桌面工具 (electron + Angular) 维护发布作品

### DokiDoki
https://itunes.apple.com/cn/app/id1413148693

泛二次元社交应用，已开源，独立开发 iOS/Android 端，设计各端应用架构，开发 Feed 流，即时通讯（集成网易云信）等业务模块

## ✦ 教育背景

黑龙江科技大学 软件工程-本科                                                 2009.09-2013.06