

## Bin Zeng

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## Introduction

I am a software engineer, major in iOS development. 24 years old, and I live in Shenzhen, Guangdong, China.

I enjoy working in a energetic team, whose members are professional or to be professional. We can learn from each other, talk about all new techniques.

iOS is more and more powerful, I prefer to following Apple's step.

## My Career of Being a Developer

@Beihang University (2009 ~ 2013)

- Jun 2013, I got my bachelor's degree on software engineering in Beihang University.
- May 2012 ~ Oct 2012, I had an internship in Microsoft Asia STC.
- In Apr 2012, I got the second prize in the Twenty-Second Feng Ru Cup technology competition.
- During Apr 2011 to Oct 2011, I joined in my school's ACM Programming Design Training, and got several prizes.

@Yahoo (2013 ~ 2014)

As a technical company, Yahoo has years of technology deposition, which I could learn much from. More than one years' time, I worked in the scrum team with my teammates, learnt development and CI on the backend, dealt with front-end issues. Two mainly projects was pushed online, the *MYC* and *CKV*

@XJIMI (2014 ~ 2015)

As an iOS developer, I enjoyed most time at xjimi. My main work is on the *Banlv* APP.

In a start-up company, I must do some others, web development, backend maintain, official website, wechat service website, docker and so on

The result is not acceptable, but the process is meaningful.

# Major Skills

## Fundamental

With several years' coding experience and over tens of thousand lines of code, I am getting new understanding on programming.

I can implement most of the fundamental data structures and algorithms.

Also, I am always feeling curious on new techniques.

## iOS development

I love swift language and believe it will become better and better. Also I am familiar with Objective-C and the main frameworks of iOS. My projects:

*Banlv*. This is the major product of xjimi, a LBS based app for scenic areas. The APP is built for iOS7 above and with Swift. I had contributed codes for almost every file, which related to mapbox, a star, alamofire, sqlite, cordova and so on.

*Trap The Dot !*. A game using Objective-C. The app is localized into 9 languages, you can share the game snapshot to your friends with Facebook. Of course, the dot is not stupid, be careful to not let it escapes. Now, it has been refactored for iOS 9 with Swift 2. What's more, travis-ci has been integrated.

*Others*. Some tool apps at xjimi.

## Frontend programming

I have used grunt, jQuery, less, sass, angularJS in my projects.

*MYC*. A website based on Mojito(a open source Node.js framework) and YUI3.

*reeonce.github.io*. My blog page.

*Banlv voice tourist*. A mobile site to provide voice tourist inside some park.

## Backend development

Had been using Node.js for years, and I am familiar with working on linux, docker.

*CKV*. This project aims to provide a key-value storage service for yahoo mobile apps. As the major developer, I must prepare for the environments, develop, integrate with CI and CD myself.

## Other hobbies

I have not done any sports for a very long time, as time is spent on reading, thinking and cooking.