Jingxin Zhao

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Education Info   Graduating Time: March 2017

Beihang University   Computer Technology Master Candidate

Beijing University of Technology   Computer Science Bachelor

▇ Internship Experience

Beijing Yimilan Inc. ｜ iOS Developer Intern ｜ 2015.5 ~ 2015.9

Participate in developing an on-line education application, which is published at the second month of the internship. Responsible of developing and maintaining the following two versions.

- Implement UI layout by combining code and xib (autoresizing mixed with autolayout)

- Use AFNextworking to apply synchronic and asynchrony requests. Select network loading with Jason format

- Use FMDB to deal with database operation and increase of internet request, along with buffer operation.

- Use SDWebImage to cache internet pictures. Solve memory explosion problem when displaying multiple pictures.

- Use Easemob to implement IM after studying official API doc and Demo. Enable real-time communication between a teacher and his/her student. Design personal notification logic and user contact list logic.

- Use ShareSDK to implement multi-platform sharing. Enable sharing with WeChat, QQ, Message and Weibo.

- Develop personal wallet module. Allow users to withdraw/transfer money through system, Alipay and Wechat and check transaction details.

▇ Project Experience

Type 4 Switch machine tester terminal ｜ iOS development ｜ 2016.4 – 2016.5

Develop iOS version of the application based on the terminal on Android OS. APP is mainly used by university internal users.

- The terminal receives data through TCP protocol from the server, processes and shows the data with charts & text.

▇ Skills

- Familiar with Objective-C and CocoaTouch Framework. Capable of independently developing iOS application.

- Familiar with Xcode. Capable of using Xcode to debug and detect memory leaking, ect.

- Understand using git to manage code version.

- Have basic knowledge of using JIRA to manage bugs.

▇ Open Source Study

- Studied kernel code of Masonry. Understand the principles of using chain mobilization to implement autolayout.

- Studied kernel code of SDWebImage. Understand how to use NSUrlSession, NSCache and hardware to implement internet picture caching mechanism.

- Studied Runloop source codes and core parts of source file CFRunloop.c. Familiar with the processes of Runloop calling.

▇ Honors

- Awarded with Scholarships for 4 years during undergraduate study (Top 30%)

- 2015 second prize scholarship