# Liu, Xin

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### Work Experience

#### Android developer, Alibaba, March 2013 - Present

So far I have participated in 4 apps: Taobao, TaoWiFi, Ali-Lockscreen and TaoAppcenter. For Taobao, the main challenges are from low performance and high battery consumption. I built an issue-locating tool named Hurdle to detect and report the issues from host app, both at developing and AB-test phases. It's actually a hot-patch delivery so that any app integrated with hot-patch system in the company is able to run it side-by-side. Once an issue was identified, I needed to provide a fix based on the technical and business scenarios. For other apps, I mostly focused on UI engineering to implement customized UI effects with optimizations, like animations, 2D drawing (for example, speedometer and profit chart view), and bitmap management, etc.

#### SW Developer on Test, Alibaba, September 2010 - March 2013

The most contribution to the company during this period was "Aliyun Release Center", a web service to make the software development, integration and releasing procedure organized and automated, based on Django+GoFlow with Python. Other routines include releasing automation based on IBM ClearQuest and CM server maintenance in Linux environments.

#### SCM, Nokia Siemens Networks, March 2009 - September 2010

Automated continuous integration of WiMAX and WCDMA BTS software.

#### SDE, Microsoft, October 2006 - March 2009

I worked as an on-site vendor staff contributing to the UI development of a Model-based test tool integrated in Visual Studio. I joined in the project early so I was able to build the whole development tool-chain like CoreXT(universal build system), SourceDepot(version control), and SNAP(continuous integration).

#### Java developer, Nostratic AB, 2005 - 2006

The product was a campus SNS web service. I was focusing on JSP with JDBC, database design and transaction programming.

## Side Projects

#### GestureCut, Android app

https://play.google.com/store/apps/details?id=org.vliux.android.gesturecut

GestureCut was both designed and developed by myself alone, which tries to fill the gap of inefficient task switching in traditional Android launchers. It parses the gestures and starts the

relevant tasks on Android devices. At UI level, the most challenge comes from the floating window, which coordinates the user interactions between 3 views in order to provide an efficient control than traditional interactions. With the development of this app, I started to understand the importance of UI design and have been trying to make it as effective and beautiful as possible.

#### G-banker, Android app

https://www.g-banker.com/

It's an e-wallet-like app aimed at online gold purchasing and selling. I owned the development of their Android app at spare time. As the company was starting up, both the business logic and UI design changed very quickly. So I started to apply MVP pattern in this project to divide business changes from UI modifications as much as possible.

#### Education

KTH Royal Institute of Technology, Sweden

Master, Industrial Ecology, 2004 - 2006

**Zhejiang University of Technology, China** 

BS, Computer Science, 2000 - 2004