

# Xavier Yin

Sr. Android Engineer

Email: [xavier0507@livemail.tw](mailto:xavier0507@livemail.tw)

## EXPERIENCE

### Senior Android Engineer

Sep 2013 - Present

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- **Responsibilities**
  - Developing and implementing the android application about EC by myself.
  - Since Jun 2016, cooperated with 2 members to develop and maintain projects.
  - Motivating and fostering TKU's students to achieve learning and implementation about android application.
    - a. Teaching basic UI components and android concepts. Slides - [行動App開發管理實務](#)
    - b. Discussing how to implement an app. Slides - [簡易網路資料瀏覽應用程式](#)
- **Project: friDay Shopping([Version3.0](#), [Version2.0](#) and [Version1.0](#))**
  - Developing and implementing by myself on version 1.0 and version 2.0.
  - Working with 2 members to develop and maintain version3.0.
  - Building complete purchasing flows including the following features.
    - a. Using their discount coupons which stated terms as well as conditions and cash coupons.
    - b. Adding something to cart
    - c. Ordering and purchasing merchandise by ATM, credit card or getting it and paying the money from convenience store.
    - d. Reviewing order histories
    - e. Browsing merchandise
    - f. Collecting products
    - g. Searching products
  - Tracing user behavior and purchasing patterns with flurry, facebook and google analytics(GA).
  - Utilizing Volley framework to communicate with Restful API.
  - Capitalizing on GCM notification on version 1.0 as well as 2.0, and OneSignal on version 3.0.
- **Project: [Grace Gift](#), [D+AF](#) and [QMart](#)**
  - Developing and implementing by myself.
  - Building complete purchasing flows like friDay shopping.
- **Project: [遠傳行動客服](#)(Early version)**
  - Supporting another team to develop features including user's querying information.
- **Key achievements**
  - Building continuous integration environment for Android project from continuous integration(CI) to continuous delivery(CD).
  - Assisting members in writing unit test with roboelectric and mockito framework, as well as integration test by robotium framework.

### Software Engineer

Jun 2013 - Sep 2013

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- **Responsibilities**
  - Web analytics and Face tracking via Javascript, java, other open source and MySQL.
  - Software development from requirement analysis to testing and documents.
  - Project management
  - Communicate with developers in the Philippines as well as integrate the system of both sides.

- ***Responsibilities***

- Programming for audio loopback, connecting different inputs(TX) and outputs(RX) on mobile, such as Headset microphone to Speaker.
- Switch Audio paths, programmable and dynamic control receiver and headset.
- MBHC(Multi Button Headset Control) mechanism, setting parameters with ACDB(Audio Calibration Database) Driver to control headset behavior and bias.
- Vibrator and Keypad driver
- Modify and Maintain ACPI

## **Personal Works**

I have a strong desire for skills about developing software, and I show an interest in many of software development groups, because it is necessary to me that I am thinking outside the box when trying to implementing applications or solving some of problems of products. Thinking and learning is just my life, so developing the following app and animation effects are my interests in leisure time.

- [HashMaker](#)
  - This app can automatically find out hashtags from user's post, and offer them to properly choose key words.
  - Using word segmentation and filtering.
  - Implementing text ranking and embedding it on the app.
- [HighlightView](#)
  - The effects makes a UI component(ImageView, EditText, Button...etc.) create a circle or rectangle highlight animation.
  - Using ValueAnimator Object and step counter to control a graphic pulsing.
- [HeartbeatView](#)
  - Don't relying on designer's heart icon to implement a pulsing heart animation.
  - Using two circle and one rectangle graphics and rotating 45 degree to show a heart image.
  - Using ValueAnimator Object or step counter to create an animation like breath.
- [SnowEffect](#)
  - The animation can create to drop drawables, such as snow, coin, flower...etc.
  - Using ValueAnimator Object and PercentageFrameLayout.

## **Article Publication**

I like to share something about information which I have been studied, so I built a blogger which called "[Hippocampus](#)" to contribute my ideas and experience. The following is main topics I think.

- ***A series of articles about Unit Testing - From basic concepts to test case writing.*** [Article Link](#)
  - Testing: 單元測試簡介
  - Testing: Android環境的單元測試
  - Testing: 第一個單元測試
  - Testing: Assert類別的使用
  - Testing: AssertThat與Hamcrest匹配器的使用
  - Testing: 解除依賴！測試替身與依賴注入
  - Testing: 再論測試替身
  - Testing: 再論依賴注入
  - Testing: 隔離框架(Isolation framework) - 使用Mockito建立測試替身
  - Testing: 隔離框架(Isolation framework) - 使用PowerMock驗證靜態方法
- ***Topics about Integration Testing - Using Cucumber and Calabash.*** [Article Link](#)
  - Testing: 測試自動化(一): Cucumber及Calabash簡介

- Testing: 測試自動化(二): 測試流程
- Testing: 測試自動化(三): 實作與Demo

## EDUCATION

**National Yunlin University of Science and Technology, Yunlin**

*Master of Information Management. Sep 2009 - Jun 2011*

**National Yunlin University of Science and Technology, Yunlin**

*Bachelor of Information Management. Sep 2006 - Jun 2008*

## AWARDS

The following awards are my academic achievements. [Articles and Awards](#)

- 2011, Joint Conference - **The best paper**
- 2012, ICT Innovative Services Contest 2012 - **The best paper**
- 2012, Information Management Contest of NYUST - **The best paper**
- 2008, IBC of NYUST - **Marketing Award**
- 2007, Telecom Innovation & App Contest, 2007 - **Honorable Mention**
- 2007, Design Competition, CSIDC - **Honorable Mention and Merit Award**