Ray Wu

San Jose, CA

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Summary

* 5+ years experience in **Mobile** development, developed several applications/SDKs;

* Deep familiarity with debugging, performance measurement and test-driven development;

* Extensive knowledge on large scale mobile development environment by utilizing tools like **Buck** and **Snapshot Test** etc to ensure reliability of mobile development process, feature flag management tools to ensure quality of staging rollout for mobile apps;

* Extensive knowledge of iOS frameworks like CoreFoundation and UIKit and widely used third party frameworks like SnapKit and RxSwift etc;

* In-depth knowledge of mobile design pattern like **MVC** and **MVVM**, as well as Uber's cross-platform mobile architecture **RIB** and **Needle** (Dependency Injection Tool);

* Good communication skills, research skills, problem solving skills, enthusiastic about new technology and trend;

* Programming languages: **Swift, Objective C, Java, Python**.

Work Experience

Uber Technologies, Inc.   **San Francisco, CA**
Lead iOS Engineer   *Nov 2018 - Present*

○ Lead iOS team and responsible for planning, designing, quality assurance and feature triaging. Mentor other iOS engineers and help them rapidly wrap up onboarding process to the team and Uber specific mobile development practice and protocols.
○ Play key role in login sign-up mobile component and created a standard library to unify the login sign-up experience which helps Uber reached hundreds of millions users globally for all Uber's apps, such as Uber, Uber Eats, Uber Driver.
○ Excel at improvement of security feature by implementing standard OAuth 2.0 Protocol for first party apps like Uber, Uber Driver. OAuth 2.0 integration substantially increased overall accounts safety and reduced hundreds of malicious attacks like Account Take Over.
○ Participate in developing on chat platform for all Uber's apps and implementing high impacted features on privacy and reachability which significantly improved awareness of users' privacy protection.
○ Experience on a large scale mobile development environment by utilizing tools like Buck, Bazel and Snapshot Test etc to ensure the reliability of mobile development process, feature flag management tools to ensure the quality of staging rollout for mobile apps.
○ Extensive knowledge of iOS frameworks like CoreFoundation and UIKit and widely used third party frameworks like SnapKit and RxSwift etc. Extensive knowledge of mobile design pattern like MVC and MVVM, as well as Uber's cross-platform mobile architecture RIB and Needle (Dependency Injection Tool).

GroundTruth   **Mountain View, CA**
Lead iOS Engineer   *Feb 2016 - Nov 2018*

○ Led the iOS team and fully in charge of the development of Ad SDK, with the support of MRAID and VAST, and reached in total around 60M users
○ Responsible for projects scoping, SDK architecture designing, roadmap planing. Closely worked with PM and backend team for aligning the project progress with defined timeline.
○ Ad SDK bridges the publishers and GroundTruth read-time bidding ad exchange server and eliminates the heavy UI work by providing all in one solutions and elegant responsive ad view. development of Ad SDK, which empowers the publishers have a better mechanism to collecting and analysis users' behavior.
○ Location SDK uses iOS native **CLLocationManager** and other accessories like region monitoring with our algorithms to filter location intelligently and massively reduce battery consumption.
○ Uploaded Ad SDK and Location SDK framework to Cocoapod and fixed a few framework/binary compiling and distributing related problems.
○ Experienced in XCode, Appium, Cocoapod, Hockapp, RESTful API, Git etc.

Samsung Research America   **Mountain View, CA**
Software Engineer, Contractor   *Jun 2015 - Dec 2015*

○ Developed indoor-map-and-localization-related demo Android apps.
○ Contributed to the full lifecycle development of the application, from planning, requirements gathering, development, testing.
○ Contributed to graphics rendering and modeling with OpenGL ES.
○ Close cooperated with backend for database design.
○ Solid experienced in Android SDK: Activity, Fragment, Android Data Binding, Android Sensors, Handler and Messenger, Intent Services, Broadcast Receiver, Location Manager/FusedLocationProviderApi, Push Notification, Google Play Services, etc.
○ Followed Agile-Scrum for the entire development process.
○ Experienced in MongoDB, RESTful API, Git, JSON, etc.

Simbiosys Mobile Solutions   **Frement, CA**
Android Developer   *Dec 2014–Jun 2015*
- Contributed to the full lifecycle development of the application, from planning, requirements gathering, development, testing.
- UI Design and Developed using the Android SDK and Android Device.
- Contributed implementation of backend server and RESTFul API with Django and Parse.
- Followed Agile-Scrum for the entire development process.
- Experienced in Android debugging tools such as Monitor, DDMS, ADB, Logcat and Eclipse addons ADT tools.

Education

Stevens Institute of Technology
M.Sci. in Computer Science, *GPA: 3.6/4.0*   *Sep 2012–May 2014*

Southwest Jiaotong University
B.Eng. in Electrical Engineering   *Sep 2007–Jun 2011*