

Xiaoguang(Ray) Wu

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Work Experience

Uber Technologies, Inc

Software Engineer

Nov 2018 - Present

- Design and develop mobile frameworks and SDK that is customizable and extensible to support both Uber and 3rd party partner mobile apps
- Design and implement customer facing product features across all Uber mobile applications that have a direct impact on our business growth and customer experience across login, signup and account management
- Handle rapid change and experimentation in a sustainable way and support metrics for analytics, marketing, growth and security
- Collaborate with multiple product, data and engineering teams, as well as external partnerships for integration into our platform
- Work with Product, UX and Design to growth and customer experience metrics
- Develop mobile libraries to help differentiate bots from real users
- Develop SDK for authentication protocols e.g. OAuth 2.0, SAML, X.509
- Develop authentication factors e.g. TOTP, face/voice recognition, implicit authentication, carrier-based authentication, etc and help drive towards our goal of passwordless authentication
- Write quality code and documentation which can be used as the example for your company
- Mentor other engineers and build a strong culture of quality, handle conflicts well and help build consensus
- Utilize XCode from Apple for iOS mobile library development

GroundTruth(formerly xAd)

Senior Software Engineer

Feb 2016 - Nov 2018

- Design and develop mobile frameworks and SDK that is customizable and extensible to support online advertising business by being integrated by customers
- Design and implement customer facing product features across all internal testing applications that have a direct impact on our business growth and customer experience across online advertising business
- Handle rapid change and experimentation in a sustainable way and support metrics for analytics, marketing, growth and security
- Collaborate with multiple product, data and engineering teams, as well as external partnerships for integration into our platform
- Work with Product, UX and Design to growth and customer experience metrics
- Develop mobile SDK to demonstrate location targeting advertisement and closely work with customers to integrate with their system
- Write quality code and documentation which can be used as the example for your company
- Mentor other engineers and build a strong culture of quality, handle conflicts well and help build consensus
- Utilize XCode from Apple for iOS mobile library development with Swift programming language

SIMbiosys Mobile Solutions, Inc

Android Developer

May 2015 - Feb 2016

- Developed Android apps for client company;
- Work for client company as a consultant and develop internal demo android apps;
- Developed three internal indoor-map-and-localization-related 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.
- Solid experienced in Android SDK: Activities, Android Data Binding, Fragments, Android Sensors, Handler and Messenger, Intent Services, Broadcast Receiver, Location Manager, Push Notification, Google Play Services, etc.
- Followed Agile-Scrum for the entire development process.

Education

Stevens Institute of Technology

M.Sci. in Computer Science, *GPA: 3.6/4.0*
1 Castle Point Terrace, Hoboken, NJ 07030

Sep 2012–May 2014

Southwest Jiaotong University

B.Eng. in Electrical Engineering
999 Xi'an Rd, Pixian, Chengdu, Sichuan, China

Sep 2007–Jun 2011