

## **Summary**

- \* 3+ years experience in **Android** development, developed several applications/SDKs;
- \* Deep familiarity with debugging, performance measurement, and test-driven development;
- \* Solid understanding of Android application development processes encompassing essential stages such as design, coding, debugging, compiling, decompiling, optimizing, publishing, and updating in accordance with agile methodologies
- \* In-depth knowledge of MVC/MVP/MVVM design pattern and RESTful API;
- \* Good communication skill, research skill, enthusiastic about new technology and trend;
- \* Programming language: Java, Swift, Javascript, SQL.

# **Work Experience**

#### GroundTruth(formerly xAd)

Senior Software Engineer

Oct 2017 - Present

- Be responsible for full life-cycle software development of mobile applications, mobile SDKs, both iOS and Android;
- Led the development of Location SDK, which empowers the publishers have a better mechanism to collecting and analysis users' behavior.
- Location SDK uses Google Play Services Api FusedLocationProviderApi and other accessories like region monitoring with our algorithms to filter location intelligently and massively reduce battery consumption.
- o Maintained the development of Display SDK, with the support of MRAID and VAST, and reached in total around 60M users.
- o Closely worked with backend and integrated backend api with native network framework, using event bus mechanism to decouple architecture.
- Uploaded Location SDK framework to Maven center/bintray and fixed a few framework/binary compiling and distributing related problems.
- o Experienced in Android Studio, Appium, Maven, Bintray, Hockapp, RESTful API, Git etc.

#### GroundTruth(formerly xAd)

Software Engineer Feb 2016 - Sep 2017

- o Fully in charge of the development of Display SDK, with the support of MRAID and VAST, and reached in total around 60M users.
- Display 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.
- Uploaded Location SDK framework to Maven center/bintray and fixed a few framework/binary compiling and distributing related problems.
- Used Appium for UI test for Display SDK, with Python.
- o Experienced in Android Studio, Appium, Maven, Bintray, Hockapp, RESTful API, Git etc.
- Solid experienced in Android SDK: Android Data Binding, Android Sensors, Handler and Messenger, Intent Services, Broadcast Receiver, Location Manager, Push Notification, Google Play Services, etc.

#### Samsung Research America

Software Engineer in R&D

Jun 2015 - Dec 2015

- Developed three internal indoor-map-and-localization-related Android apps.
- o Contributed to the full lifecycle development of the application, from planning, requirements gathering, development, testing.
- o Contributed to graphics rendering and modeling with OpenGL ES.
- Close cooperated with backend for database design.
- 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.
- o Experienced in MongoDB, RESTful API, Git, JSON, Node.js, etc.

### Simbiosys Mobile Solutions

Android Developer

Dec 2014-Jun 2015

- o Contributed to the full lifecycle development of the application, from planning, requirements gathering, development, testing.
- o UI Design and Developed using the Android SDK and real Android Device.
- Contributed implementation of backend server and RESTFul API with Django and Parse.
- o 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