

Xiaoguang(Ray) Wu

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Summary

- * 4+ years experience in **Mobile** development, developed several applications/SDKs;
- * Deep familiarity with debugging, performance measurement, and test-driven development;
- * 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: Swift, Java, Objective C, Python.

Work Experience

Uber Technologies, Inc

Software Engineer

Nov 2018 - Present

- Designed and developed mobile frameworks and SDK that is customizable and extensible to support both Uber and 3rd party partner mobile apps
- Handle rapid change and experimentation in a sustainable way and support metrics for analytics, marketing, growth and security
- Collaborated with multiple product, data and engineering teams, as well as external partnerships for integration into our platform
- Developed SDK for authentication protocols e.g. OAuth 2.0
- Developed authentication factors e.g. TOTP, face, implicit authentication, carrier-based authentication, etc and help drive towards our goal of passwordless authentication
- Wrote quality code and documentation which can be used as the example for your company
- Mentored other engineers and build a strong culture of quality, handle conflicts well and help build consensus
- Utilized XCode & Swift from Apple for iOS mobile library development

GroundTruth

Senior Software Engineer

Oct 2017 - Nov 2018

- Led the development of Location 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.
- Maintained the development of Display SDK, with the support of MRAID and VAST, and reached in total around 60M users.
- Closely worked with backend and integrated backend api with native network framework, using notification dispatch mechanism to decouple architecture.
- Uploaded 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.

GroundTruth

Software Engineer

Feb 2016 - Sep 2017

- 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.
- Closely worked with backend and integrated backend api with native network framework, using notification dispatch mechanism to decouple architecture.
- Uploaded Display SDK framework to Cocoapod and fixed a few framework/binary compiling and distributing related problems, distributed apps thru Hockapp.
- Helped on the development of native iOS apps, **Showcase**, **Scoop**, and developed a demo app for Display SDK.
- Used Appium for UI test for Display SDK, with Python.
- Experienced in XCode, Appium, Cocoapod, Hockapp, RESTful API, Git etc.

Samsung Research America

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

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