YiMing Han

1080 Bay St. Apt 904, Toronto ON M5S 0A5 1-416-732-0702
hanyiming1995@gmail.com **yiminghan.com**

Major Awards

Team Muma, Microsoft Imagine Cup 2018 **Canadian Runner-up/ Global Finalist**

Technical Stack: Backend: Python, Flask, NodeJs, Tensorflow, Keras. Frontend: React, Kotlin, Android Studio.

- Worked with a team of 5 to develop a machine learning model that separate human voice from an audio input.

- Designed and built the backend structure for Muma, a service that identifies cover song music using machine learning model and allows music societies to capture more revenue.

- Automated and packaged services into Docker containers and hosted on Microsoft Azure.

- Participated and won the Canadian Runner-up for Microsoft Imagine Cup Canadian Finals 2018, and advanced as a Global Finalist.

Work Experience

Senior Android Developer, Snap Inc. **Feb 2021 – Present**

Technical Stack: Kotlin, Java, C++, golang, RxJava, Dagger, Mockito

- Working on the Bitmoji Stickers Team.

- Leading the development of notable features, including Customoji in Snapchat Preview, Customoji on Bitmoji Keyboard, and Bitmoji Search Library. All shipping to millions of users on Snapchat/Bitmoji App, resulting in increase in Bitmoji Sticker engagement by 10%+.

Android Developer, Modiface **Jan 2020 – Jan 2021**

Technical Stack: Kotlin, Java, C++, Python, OpenGL, OpenCV, Androidx, Firebase, Mockito.

- Worked to create the next generation facial recognition and AR rendering applications on the Android Platform.

- Maintained and updated existing SDKs, working in cross-discipline role by programming both in native C++ and Java/ Kotlin, while building prototypes in multiple platforms such as Android, Windows, and React Native.

Lead Android Developer, Nanoleaf **March 2019 – Dec 2019**

Technical Stack: Kotlin (Coroutines), Realm, Android Studio, Android Jetpack, Androidx, Firebase, Fabric, Mockito, Expresso with MVVM and Dynamic Feature Module.

- Lead and worked closely with the Dev team to develop the Android app for Nanoleaf (100,000+ installs). Rewriting legacy codebase to Kotlin with MVVM and redesigning the whole app architecture structure with Dynamic Feature Modules.

- Worked closely with the entire team to iterate on designs and key components of the app and the product. Contributed to designing internal local network protocols for hardware to app communication.

- Iterated closely with design team to constantly improve UI/UX using tools such as inVision, while keeping design modular and expandable using Material guidelines. Features include Dark Mode, AR, reactive UI with observables, etc.

Senior Android Developer, FOOi Inc   **Feb 2018 – March 2019**

Technical Stack: Python, Django, Kotlin, Android Studio, Android Jetpack, Firebase, Fabric, Mockito, Expresso.

- Lead and worked closely with the Dev team to develop the Android app for FOOi as the lead Android developer, designing the whole app structure and conducted code reviews with fast-paced development cycles under high-stress environment.

- Wrote tests for each iteration and worked closely with the backend team to ensure proper integration of the APIs, generating test-coverage.

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Technical Skills
Languages: Java, Kotlin (Coroutines), Python (Django, Flask), C/C++
Environments: Linux scripting, Windows PowerShell
Productivity: Android Studio, Mockito Testing Framework, Expresso Testing Framework, Git, Maven, Gradle, Jira

Education
Honours Bachelor of Computer Science with Distinction   Sept 2013 – May 2018
University of Toronto
Major cGPA: 3.7

Other Experiences
Team Leader, Penguin Rush Development (Sept 2017-2018)
- Led a team of 10 students to develop a student game using Unity3D presented at LevelUp video game Showcase in April 2018.

Public Speaker, D+H ToastMasters
- Completed the Competent Communication (CC) Manual.