

YiMing Han

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Work Experience

Senior Software Developer, Bitmoji, Snap Inc Feb 2020- Present

Technical Stack: Kotlin, Java, C++, go, RxJava, Dagger, Mockito, AWS, objC / swift

- Working on the Bitmoji Platform Team as a Bitmoji Stickers tech lead. Currently working on Bitmoji 3D Migration. Responsibilities include: architecture and design new features, maintain operational excellence, work with cross-functional teams and set feature roadmaps, etc.
- Grew overall Bitmoji sticker engagement by 40% via various feature and search library improvements.
- Some major projects that I led: (many smaller features are omitted)
 - Customoji in Snapchat Preview
 - Customoji on Bitmoji Keyboard
 - C++ Rewrite of Snapchat's Client Search Library
 - Backend 3D Bitmoji Sticker Batch Rendering
 - Client side 3D Bitmoji Sticker Rendering

Android Developer, Modiface Jan 2020 - Present

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

- Working to create the next generation facial recognition and AR rendering applications on the Android Platform.
- Maintaining and updating 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, Espresso 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, Espresso.

- 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.

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.

Technical Skills

Languages: Java, Kotlin (Coroutines), Python (Django, Flask), C/C++, C#, JavaScript (NodeJs, React), MySQL

Environments: Linux scripting, Windows PowerShell

Productivity: Android Studio, Mockito Testing Framework, Espresso Testing Framework, Git, Maven, Gradle, Jira

DevOps: Docker, Google App/Compute Engine, Microsoft Azure Cloud, Octopus Deploy, Visual Studio Online, AWS

Education

Honours Bachelor of Computer Science with Distinction

Sept 2013 – May 2018

University of Toronto

Major cGPA: 3.7