Yong Chu

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yongfrank.github.io/about

EDUCATION

Zhejiang Sci-Tech University   Sept. 2020 - Sept. 2024
Bachelor of Engineering, Electronic Information Engineering   *Hangzhou, China*

EXPERIENCE

DingTalk - Alibaba Group   Dec. 2023 - Dec. 2025

Software Engineer(2024/09 - 2025/12) #Objective-C #Swift #UIComponents #InstantMessaging #Framework #AI

- Owned the design and implementation of core iOS UI components and foundational frameworks within DingTalk, a business communication platform serving 100M+ daily active users.
- Delivered end-to-end features for the instant messaging module, collaborating closely with backend engineers, product managers, and designers to ensure scalability, usability, and performance.
- Applied an AI-driven development workflow, using evaluation datasets to validate feature behavior and iteratively refine user experience and product value.

Software Engineer Intern(2023/12 - 2024/03) #visionOS #Objective-C #Swift

- Led the migration of the iOS Dingtalk app to the visionOS platform, focusing on key components such as the login process and chat module. The transition was completed on schedule, and the updated app was launched in the visionOS App Store, significantly improving platform integration and user experience.
- Specialize in native iOS development, including writing business logic in Objective-C and Swift. I collaborated with product and design teams to discuss and analyze technical and design requirements. I also worked with backend teams to integrate API data and apply it to the company's online business.

Apple   Aug. 2021 - Sept. 2024

SDET Intern(2024/03 - 2024/09) #ProjectManagement #Development #Python

- Owned and led the 0-to-1 development of a CI system, ensuring high efficiency and stability. The system automated testing workflows across Git, authentication, and test platforms, and was designed to be highly customizable to support multiple validation scenarios.

Apple Teacher(2022/01 - 2022/08) #TeachingSkills #Communication

- I taught K–12 students the basics of Swift using Swift Playgrounds and guided them in designing and building their own iOS apps with SwiftUI. Through self-learning and practice teaching, I developed clear and effective communication and feedback with students, which greatly improved my teaching skills. I successfully guided over 10 students to complete introductory Swift and iOS development courses, adapting my teaching to each student's individual needs.

Retail Specialist(2021/08 - 2022/02) #CustomerFocus #WinPromoterForApple

- As a Retail Team Intern, I served thousands of customers by identifying diverse needs and delivering tailored solutions, converting 10+ customers into Apple promoters. I effectively resolved technical issues using internal and external resources, continuously improving through feedback and collaboration. With strong communication and teamwork skills, I contributed to multiple projects and helped generate over 20 business leads through case studies and shared insights.

PROJECTS

SwiftGG   Mar. 2024 - Present

LET'S VISION

- https://letsvision.swiftgg.team/
- Key organizer of one of China's largest Apple ecosystem community events.
- Led speaker coordination, defined talk themes, and managed the end-to-end speaker session workflow.
- The event attracted 4,000+ in-person attendees, achieved a 4/5 average rating in post-event reviews, and generated over 2 million online impressions.

Swift Doc Chinese Translation

- Contributed to the Chinese translation of Swift documentation, selected by swift.org.
- Built a browser extension enabling side-by-side English–Chinese reading to improve accessibility and learning efficiency for Chinese developers.

Indie Dev   Feb. 2022 - Present

App Dev

- I am responsible for full lifecycle of Apps, like research, design, development, testing, launch, and promotion. The projects were submitted to the App Store, receiving 1066 impressions in the first week.
  - Website, YouTube Promotion Video, Personal App Store page

App Contest

- Led user research with the Beijing Blind Running Club to define accessibility-focused design goals.
- Developed an iOS app leveraging AirPods gyroscope and accelerometer data to assess running posture and improve coordination between visually impaired runners and guides.
- Built using Apple SDKs and Human Interface Guidelines to ensure accessibility and inclusivity. The project won Second Prize in the Mobile Application Innovation Competition and benefited from in-depth exchanges with developers, designers, and judges.
- GitHub Link, LINK - Description

Blogger   Apr. 2022 - Present

- https://yongfrank.github.io/about
- I consolidate and document relevant topics and issues encountered during my personal learning journey on my personal blog, which receives approximately 20 weekly views.
- I actively engage with other developers and community members on social media platforms to share and discuss ideas, which has resulted in gaining hundreds of followers.

SUMMARY

Blog and Personal Profile: https://yongfrank.github.io/about/

- Familiar with the Mobile/Website application development process.
- Fluency in English/Chinese listening, speaking, reading, and writing, and serving as a member of the SwiftGG Translation Team.
- Community lover, attended community event in China, Japan, Singapore, USA, enjoys collaborating with people from diverse backgrounds and taking on new challenges. Demonstrated strong time management skills, consistently delivering tasks efficiently within tight deadlines.
- I enjoy reading documentation, reviewing examples, and dedicating time to write clean, high-quality code, which I then document and publish on my blog.
- Be willing to learn something new, and have a strong curiosity for unknown things.

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教育经历

浙江理工大学 电子信息工程	**本科**	2020.09 - 2024.09

工作经历

钉钉   2023.12 - 2025.12

无线开发工程师(2024/09 - 2025/12) #Objective-C #UI组件 #即时通讯 #Framework #AI
- 参与钉钉 iOS 端核心 UI 组件及基础框架的设计与开发，服务日活跃用户超 1 亿的企业级通信产品。
- 参与即时通讯核心功能的端到端交付，与后端工程师、产品经理和设计团队紧密协作，保障系统的可扩展性、性能与用户体验。
- 引入并实践 AI 驱动的开发流程，基于评测数据集对功能进行验证与迭代，持续优化产品可用性与用户价值。
- 参与 CI/CD 流程的优化，支持大规模用户场景下的新功能稳定上线。

实习开发工程师(2023/12 - 2024/03) #visionOS #Objective-C
- 我参与了钉钉 iOS 应用向 visionOS 平台的迁移工作，包含登录流程和聊天模块等核心功能。该迁移项目按计划完成，成功上架 visionOS App Store，显著提升了平台适配能力和整体用户体验。
- 我专注于原生 iOS 开发，熟练使用 Objective-C 和 Swift 编写业务逻辑。工作中与产品和设计团队紧密协作，参与技术方案与设计需求的讨论和分析；同时也与后端团队配合，完成 API 数据对接，并将其有效应用到公司的线上业务中。

Apple

SDET Intern(2024/03 - 2024/09) #项目管理 #Python
- 我从 0 到 1 开发了一个 CI 系统，确保了系统的高效性与稳定性。
- 该系统利用 Flask 链接了 Git、认证系统和测试平台，实现了测试流程的自动化，并通过 YAML 文件配置的设计，支持多种测试场景。

Apple Teacher(2022/01 - 2022/08) #教学技能 #沟通
- 负责 Swift 语言开发讲授。以 Swift Playground 为媒介向 K12 授课对象提供 Swift 语言基础知识，并利用 SwiftUI 框架设计开发一款独立的 iOS App。
- 通过自主学习，模拟授课，与授课对象建立及时有效的沟通和反馈，不断提升授课水平，并且根据不同授课对象的需求指导 10 余名授课对象高效完成 Swift 基础课程和 iOS 软件开发。

项目经历

SwiftGG   2023.12 - 至今

LET'S VISION
- https://letsvision.swiftgg.team/
- LET'S VISION 是大中华区规模最大的 Apple 生态社区活动之一。
- 我负责演讲嘉宾统筹、主题方向制定，并全程管理演讲环节的组织与落地。
- 活动吸引了 4,000+ 线下参与者，会后评分平均达 4/5，并在全网获得超过 200 万次曝光。

Swift 文档中文翻译
- 参与 swift.org 官方收录的 Swift 文档中文翻译工作。Link
- 同时开发了一款浏览器扩展，支持中英文对照阅读，有效提升了中文开发者的学习效率与文档可读性。Link

Indie Dev 独立开发   2022.02 - 至今

App 开发
- 包括前期调研、产品与交互设计、开发实现、测试、上线及推广等各个阶段。相关项目已成功提交至 App Store，并在上线首周获得了 1,066 次展示量。
  - 网页，宣传视频，App Store 个人页面

App 竞赛
- 我与北京盲人跑团共同开展用户调研，明确以无障碍体验为核心的设计目标。
- 基于 AirPods 的陀螺仪和加速度计数据，开发了一款 iOS 应用，用于分析跑步姿态，提升视障跑者与陪跑员之间的协同与配合。
- 项目参考了 Human Interface Guidelines，以提高产品的无障碍性与包容性。该项目荣获「移动应用创新大赛」二等奖，并在过程中与开发者、设计师及评委进行了深入交流。
- GitHub Link，项目简介地址

Blogger   2022.04 - 至今
- 将个人学习过程中所遇到相关问题，话题，整合沉淀至个人博客，博客周浏览量约 20 人次。
- 在社交平台上和其他开发者，社区成员分享讨论，获得数百人的关注。Link

总结

博客与个人简介: https://yongfrank.github.io/about/
- 熟悉移动应用开发流程。
- 有良好的英语听说读写能力，SwiftGG 翻译组成员。
- 热衷于社区交流，乐于与来自不同文化背景的人合作并勇于迎接新的挑战。高效管理时间并在预期内高质量完成任务。
- 喜欢读文档，浏览样例，花时间编写整洁的高质量代码，并将相关知识归纳沉淀到博客中。
- 乐于了解和学习各种新技术，对于未知的事物有着强烈的好奇心。