Yong Chu

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yongfrank.github.io/about

EDUCATION

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

EXPERIENCE

Ericsson   Aug. 2023 - Present
Software Engineer Intern

- As a software development intern, I quickly familiarized myself with the relevant business and conducted requirement analysis, researching and improving the documentation.
- During my internship, I was primarily responsible for the development of innovative ideas for AAT and 5GC in a Kubernetes environment, such as tools for YAML and CSV during the installation process, and the automated configuration of IP interfaces, ensuring efficiency and stability during the environment setup

HelloBike   Mar. 2023 - Aug. 2023
Software Developer

- As a software developer, my responsibilities included conducting pre-development research, case studies, and developing demos. I was also responsible for organizing and producing related documentation. For example, I developed ActivityKit and WidgetKit for iOS, as well as CSS Flexbox Layout for web development. These were read and utilized by more than 50 team members.
- I researched and analyzed cross-platform implementation solutions based on web technologies such as Facebook/yoga, XML, JSON, and JavaScript. During the development process, I observed the limitations of web rendering command-line tools and added new features to achieve real-time rendering on mobile devices when files were changed or saved, providing a similar experience to updating web pages in real-time.
- I 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, successfully completing over ten version iterative updates.

Apple Teacher Event   Jan. 2022 - Aug. 2022
Apple Teacher

- As a Swift Language Development Instructor, I was responsible for teaching K12 students the fundamentals of the Swift language using Swift Playground as the medium. I also guided them in designing and developing an independent iOS app using the SwiftUI framework.
- Through self-learning and simulated teaching scenarios, I established prompt and effective communication and feedback channels with my students, resulting in a significant improvement in my teaching skills. I guided over 10 students to efficiently complete the introductory Swift course and iOS software development, tailored to the specific needs of each K12 participant.

PROJECTS

Indie iOS App Dev, Regex Go, Oh My Flag   Feb. 2022 - Present

- I am responsible for the research, design, development, testing, launch, and promotion of Apps.
- Website: https://yongfrank.github.io/regex-go/
- Video: https://youtu.be/nNWsuZMPHtk
- My personal App Store page: https://apps.apple.com/us/developer/%E5%8B%87-%E8%A4%9A/id1633441406
- The project was starred by more than 20 developers on GitHub and was submitted to the App Store, receiving 1066 impressions in the first week.

Personal Blog Based on Hugo - Web Page   Apr. 2022 - Present

Link: 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. This has enabled me to become proficient in website building and deployment processes, utilizing my knowledge of HTML/CSS/JavaScript, React, Docker, and other related technologies.
- 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. You can find me on Twitter (Link) and LinkedIn (Link).

Smart Speaker Based on OpenAI-GPT3 and React - Web App   Dec. 2022 - Feb. 2023

GitHub Link: https://github.com/yongfrank/SmartSpeaker

- Based on the refined OpenAI models and extensive research on user needs, this project aimed to select a speech implementation framework that could meet the requirements of embedded systems.
- We utilized Python Flask and React Socket.io to achieve seamless communication between the front-end web page and back-end server, visualizing GPT texts on the web page, and integrating Azure and OpenAI GPT models to accomplish speech recognition and synthesis.
- During the implementation process, we identified compatibility issues arising from differences in ARM32 and ARM64 architectures and restructured the code to ensure compatibility, resulting in a score of 95 points for the final project.

Running Assistance for the Visually Impaired - Mobile App Contest   Mar. 2022 - Sept. 2022

GitHub Link: https://github.com/yongfrank/RunWithMe

- To meet the needs of visually impaired individuals interested in running, I conducted interviews with the Beijing Blind Running Club and communicated with other members of the design and development team to determine the design needs and direction. Ultimately, I focused on improving the running experience for visually impaired runners by enhancing the fit between the runners and their guides during the development and design process.
- After studying the developer documentation, I became familiar with the SDK. I utilized the gyroscope and accelerometer in the AirPods to evaluate the running posture of the visually impaired runners, thus improving their running experience and providing more effective advice. The app was designed in accordance with human interface guidelines and tailored to meet the needs of diverse users.
- Our project participated in the selection of the Mobile Application Innovation Competition and won the Second Prize. During the competition, we had in-depth exchanges with other developers, designers, and judges, which broadened our thinking on mobile application development. [LINK - Description]

SUMMARY

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

- Familiar with the Mobile / Website application development process, GNU/Linux, Darwin system, Swift, C/C++, HTML/CSS/JavaScript(React).
- Fluency in English/Chinese listening, speaking, reading, and writing, and serving as a member of the SwiftGG Translation Team.
- Throughout my internship and Google Developer Groups experience, I interacted with people from different backgrounds and was always eager to tackle challenges. I efficiently managed my time to complete tasks within the given timeframe.

褚勇

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教育经历

浙江理工大学	本科	2020.09 - 2024.06

电子信息工程

实习经历

爱立信　　　　　　　　　　　　　　软件开发实习生　　　　　　　　　2023.08 - 至今
- 作为软件开发实习生，我快速熟悉相关业务，并进行需求分析，对文档进行研究和改进。
- 实习期间，主要负责 Kubernetets 环境下 AAT, 5GC 创新想法的开发，如环境安装过程中的 YAML, CSV 工具，IP 接口的自动化配置，确保环境安装过程的高效和稳定。

哈啰出行　　　　　　　　　　　　　软件开发实习生　　　　　　　　2023.03 - 2023.08
- 负责软件开发的前期调研，案例研究，Demo 编写，文档整理输出，如 iOS 端的 ActivityKit, WidgetKit, Web 端 CSS Flexbox Layout，相关文档被 50 余人阅读使用。
- 研究基于 Facebook/yoga, XML, JSON, JavaScript 等 Web 技术为基础的跨移动端实现方案，在开发过程中观察到 Web 渲染命令行工具的不足，为其撰写新功能，实现文件更改或保存时重新渲染，并呈现在移动端设备。
- iOS 原生开发，快速掌握业务需求，包含 Objective-C, Swift 的业务逻辑编写，与产品，设计同事讨论分析技术和设计要求，和后端同事协作整合接口数据，并应用到公司线上业务，顺利完成十余个版本迭代更新。

Apple Teacher Event　　　　　　　Apple Teacher 讲师　　　　　　　2022.01 - 2022.08
- 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

iOS App 独立开发，Regex Go，Oh My Flag　　　　　　　　　　　2022.02 - 至今
- 负责 App 的调研，设计，开发，测试，上线，宣传工作。
- 网页：https://yongfrank.github.io/regex-go/
- 视频：https://www.bilibili.com/video/BV1gM411V7r9/
- App Store 个人页面：https://apps.apple.com/us/developer/勇-褚/id1633441406
- 在 GitHub 上得到了 20 余人的 Star 星星关注，并上架至 App Store，在第一周获得了 1066 的 Impressions。

基于 Hugo 的个人博客 - Web Page　　　　　　　　　　　　　　2022.04 - 至今
Link: https://yongfrank.github.io/about
- 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。
- 基于此熟悉网站搭建部署流程，涉及 HTML/CSS/JavaScript, React, Docker 等相关知识。
- 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。Twitter Link / LinkedIn Link

基于 OpenAI-GPT3, React 的嵌入式智能音箱 - Web App　　　　2022.12 - 2023.02
GitHub Link: https://github.com/yongfrank/SmartSpeaker
- 在 OpenAI 的模型完善的基础上，结合实际调研所得需求，对语音实现框架进行选型，以符合嵌入式开发的需求。
- 利用 Python Flask 和 React Socket.io 完成前后端交互，将 GPT 文字在 Web 页面视觉化，并结合 Azure, OpenAI GPT 模型，完成语音识别，语音合成。
- 项目实施过程中识别到 ARM32 和 ARM64 架构不同导致的兼容性问题，并合理重构代码完成兼容，项目最终获得 95 分的分数。

视力障碍者跑步协助 iOS App - 移动应用创新赛　　　　　　　　2022.03 - 2022.09
GitHub Link: https://github.com/yongfrank/RunWithMe
- 针对视障群体对于跑步运动的需求，对北京助盲跑团进行调研，和助跑者和视障者进行访谈，与团队其他设计开发成员沟通设计需求和方向，最终以提高视障跑者和助跑者之间跑步契合度为开发和设计的切入点。
- 通过阅读开发者文档，熟悉 HealthKit Core Motion 等 SDK 软件开发套件，利用耳机中的陀螺仪和加速度计，判断跑者跑步的姿势，改善视障者的跑步体验。并通过外围设备进行数据收集，分析，给陪跑者和助跑者更好的陪助跑建议。以人机交互准则设计并尽可能满足不同人群的需要。
- 项目参与移动应用创新赛的评选，获得全国二等奖，赛会过程中和其他开发，设计，评委进行深入交流，拓宽移动应用开发的思路。项目简介地址

总结

博客与个人简介：https://yongfrank.github.io/about/
- 熟悉移动 / Web 应用开发流程，了解 GNU/Linux, Darwin 系统，Swift, C/C++，HTML/CSS/JavaScript(React)等。
- 有良好的英语听说读写能力，SwiftGG 翻译组成员。
- 在实习与开发者社区中和不同人群接触，交流，不惧挑战，高效管理时间并在预期内独立完成任务。
- 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。