

Yong Chu

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yongfrank.github.io/about

EDUCATION

Zhejiang Sci-Tech University
Bachelor of Engineering, Electronic Information Engineering

Sept. 2020 - Sept. 2024
Hangzhou, China

EXPERIENCE

DingTalk - Alibaba Group

Dec. 2023 - Dec. 2025

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

- DingTalk is a business communication app with over 100 million daily active users.
- I worked on DingTalk UI components, core framework development, and instant messaging features.
- Leveraged an AI-driven development workflow, using evaluation datasets to refine and polish features, improving usability and user value.

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

- I successfully 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.
- 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.

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.