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Computer Science and Engineering Bachelor Degree

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Job: Android application engineer

Company Project: JD.id



Working history:

- Intern 2017.5 ---- 2017.11
- Intern 2018.3 ---- 2018.5
- Formal 2018.7 ---- now

Job Responsibilities:

- Checkout page refactoring and maintenance
- Shopping cart page refactoring and maintenance
- Componentization solution research
- Base core component develop and maintenance
- UI&data track utils front end support

Abilities&Experience:

- Ability to abstract from complex data, and improve code readability.
- By using android jetpack, improve code decoupling and testability.
- Ability to write regression test and unit test event whole auto test pipelines to help software stability.
- Ability to design and develop some useful tools, utils and apis for the base support to other component.

Research:

- Data&UI track solution for any widget in android, no matter how complex the page is.
- Android rendering system.
- Tools for manage multi git repos development.
- Data pre process solution for Gson.
- Complete auto test development and management process.
- Core of Retrofit.
- Core of OkHttp.
- Create custom tasks in Gradle.
- Load class from Multi-Dex and Instant run.
- Using annotation processor to auto generate java code.
- Decompiling and redeveloping apks.

- Understanding the core of JPG, font and other file format.
 - How to create a new language.
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Personal Project: **LoL Camera (Deprecated)**



Working history:

- 2018.10 ---- 2019.2

Details:

- Using many of Google Service, such as Google AR and Firebase from storage to Authentication.
 - Write some python scripts to build 3D module files.
 - Using Google Play to distribute the app and knowing more about the process.
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Other

Personal vision:

- Not just a developer, also become a super user of the product.
- Don't solve problem repeatedly, try to solve them systematically and think it in Computer Science way.