SID ZHANG

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Melbourne

PROFILE

Senior iOS/macOS engineer with 15 years of experience. Skilled at designing scalable architectures and building high-quality native applications. Experienced in delivering clean, maintainable solutions to complex technical challenges. Passionate about continuous learning and keeping up with the latest in Apple development.

EXPERIENCE

Started iOS development back when the first generation iPad was running iOS 3. Since then, I've built a wide range of commercial applications for both iOS and macOS.

Senior iOS Engineer, Swann Communications
Melbourne — 2021 - Present

Optimised the codebase, reducing it from 113K to 40K lines and cutting external dependencies from over 62 to fewer than 10, resulting in better performance and easier maintenance. Also migrated core UI components from UIKit to SwiftUI, modernising the tech stack.

Senior macOS Engineer, QSR International (Lumivero)
Melbourne — 2020-2021

Maintained and modernised an over-10-year-old Objective-C/C++ mixed macOS project, improving stability and long-term maintainability.

Senior macOS Engineer, Evernote
China — 2018 - 2019

Developed new features and system components on a mature macOS codebase, enhancing performance and functionality.

iOS Engineer, ChinaSo
China — 2013-2018

Led development of new iOS apps from scratch. Migrated legacy Objective-C codebases to Swift while implementing modern architecture practices.

Intern → iOS Engineer, Tripadvisor (Kuxun.cn)
China — 2011-2013

Helped build the mobile department and iOS app from the ground up.

EDUCATION

Yantai University, China — Bachelor of Computer Science and Technology, 2008-2012

SKILLS

- Languages: Swift, Objective-C

- Frameworks: SwiftUI, UIKit, AppKit, CoreData/SwiftData, async/await

- Architecture: MVVM, MVC

- CI/CD: Xcode Cloud, Jenkins, Bitbucket Pipelines

- Tools: Git, Jira, Instruments, TestFlight

- Package Managers: Swift Package Manager

- Other: TDD/Unit Testing, Agile/Scrum, visionOS development, integrating LLMs (e.g. ChatGPT APIs), RTSP Stream, BLE, IoT

The listed skills focus on current technologies and do not include all the legacy tools I've used earlier in my career, such as CocoaPods, Carthage, Realm, ASIHTTPRequest/AFNetworking/Alamofire, Storyboards/Nibs, fastlane, and GCD.

AI USAGE

- Built a tool to extract unlocalised strings and integrated ChatGPT for automatic translation into 30+ languages.

- Set up an automated workflow using Bitbucket Pipelines to review pull requests and highlight potential code issues.

LEARNING

- os 26, Liquid Glass

- Swift 6, StoreKit2, Foundation Models Framework

INTERESTS

- Basketball, Table tennis, Running, Cycling, Arduino