

## SUMMARY

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Experienced and extremely passionate in iOS development, has been coding in Swift since it's released and used it for recent projects including server-side projects.

Constantly striving to learn new technologies and hacking in daily life.

## SKILLS & EXPERTISE

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Programming Language:

- Proficient: Swift, Objective-C
- Experienced: JavaScript, C/C++, Python, HTML, CSS
- Familiar: React, Ruby, Java, SQL, Scheme, Bash

Software Engineering: RESTful API, Git, Jira, TDD/BDD, Node.js, MongoDB, DigitalOcean, AWS, Heroku

## WORK EXPERIENCES

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**Facebook Inc., SF Bay Area - Software Engineer** Oct 2017 – Present

- Joined Instagram Video Infra team.
- Working on video transcoding and uploading infra framework for Instagram iOS app.

**theScore Inc., Toronto - iOS Engineer** Jun 2015 – Jul 2017

- Responsible for the maintenance of esports and theScore iOS app. New design for esports 2.0 and theScore 6.0
- Shared Toolkit: Searching, View controller transition Animator, SwipeTableViewCell, Drop-Down menu, Chart

**DogSync, Montréal - iOS Developer (Contract)** Dec 2014 - May 2015

- Acted as lead developer for front-end implementation, collaborated directly with the designer
- Responsible for implementation of all views and view controllers, used Adaptive Layout (constraint-based)

**Wattpad Inc., Toronto - iOS Developer (Intern)** Aug - Dec 2014

- Responsible for design update for iOS8 and native resolution support for iPhone 6 and iPhone 6 Plus
- Created constraint-based views, such as accessory keyboard for editor, used Auto Layout and Core Graphics

## PROJECTS

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**Open Source Libraries** (iOS, Swift, GitHub) Jan 2014 - Present

- [Ji \(戟\)](#) - an XML/HTML parser for Swift
- [AutoKeyboardScrollView](#) - Handy UIScrollView subclass to handle keyboard avoidance
- [Swift Google Maps API](#) - Swift wrapper on Google Maps Web Services APIs, provide native data models
- [ChouTi \(抽屉\)](#) - Personal iOS toolkit, includes reusable UI components, common data structures and extensions



**2048X - 2048 with AI solver**  (iOS, Swift) **Team Lead** Feb - Apr 2015

- Fully functional game with Retro design, written purely in Swift
- Solve 2048 game with 4 different AI (Artificial Intelligence) algorithms

**UW Info Session App**  (iOS, Objective-C, Python, GAE, Parse) **Individual** Feb - May 2014



- Mobile app for querying info sessions held in University of Waterloo
- Implemented all frontend app and backend service. Actively maintained for 3 years. 91 DAU during peak time

## Freelance Projects (iOS, Swift)

- [Sexify](#)  Jun - Oct 2016
  - Helped Archivum Inc. to create its iOS application. Created animated spritesheet view using SpriteKit
  - Used BDD with the help of Quick/Nimble framework. Used fastlane tools to automate the deployment
- [4AM](#)  Dec 2015 - Mar 2016
  - Helped Rich DX Studio to create an iOS app to manage late night drinks and food events
  - Integrated with Firebase for real-time data and with multiple map services for location based events

## Individual iOS Apps (iOS, Swift, Objective-C)

Jun 2014 - Jan 2015

- [Date Formatter](#)  - developer tool for verifying ISO 8601 date format with references
- [Tap Tap Heart Rate](#)  - mobile application for measuring heart rate. 1.5k MAU

## UWaterloo Course Notifier (Python, HTML5, CSS3, GAE) *Individual*

Dec 2013 - Jan 2014

- Web app for querying updated course schedules and setting email alerts for course openings
- Developed business logic layer and designed easy-to-use webpages with clear and consistent UI

## EDUCATION

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### University of Waterloo

Waterloo, Canada

- Master of Engineering, Major in Electrical and Computer Engineering
- Concentration in Software Engineering

Sep 2013 - Jun 2015

### Southeast University

Nanjing, China

- Bachelor of Engineering Degree, Major in Electrical Engineering & Its Automation

Sep 2008 - Jun 2012