

LiChunyu

Self-evaluation

I became an iOS developer myself because I love Apple. I went to WWDC 2018 and WWDC 2019 in the US and met developers from all over the world. I love Apple development, from developing iOS applications, Mac applications, AppleWatch applications, to Swift server-side development, Metal, AR, etc., which I rarely do, I spend time and effort to learn and practice.

We have spent time and effort learning and practicing Swift.

Since the launch of Swift, I have worked independently with Swift on ten applications, including corporate applications and personal applications such as Sheen Camera (camera application), GeneAid (camera application), and Swift.

(In each of these new projects, a different development approach was used, and a hands-on approach was adopted.

In each new project, I used different development methods to improve my coding skills and application quality through practice.

I hope to better utilize my talents to develop more beautiful and useful apps. Professional Skills Proficiency in OC, Swift, iOS development in both languages, and simple Mac applications.

2. Proficiency in java and kotlin, and the ability to develop Android applications smoothly.

3. Proficiency in iOS development (mainstream frameworks, tools, development patterns, etc.).

4. Good English, with no barriers to speaking, reading, and writing.

5. Be able to develop backend in java and have three years of experience in java.

Proficiency in designing UI or drawing prototypes using PS, AI, Sketch, Adobe XD and other tools.

Self-design and development.

7. Simple front-end development, having used ExtJS to develop enterprise applications in the early stage of work, and basic front-end development in html, javascript and css.

Basic front-end development in html, javascript, and css.

Education

September 2007 - June 2011 Xianning College (now known as Hubei Institute of Science and Technology), Physics

Work Experience

March 2020 - October 2020 Senior iOS Developer, Beijing Fangao Technology Co.

Job Description: The company's main business is data analysis of Instagram followers and other information, and we are mainly responsible for the following tasks

1. Develop new analytic dimensions, such as IGTV, follower increase/decrease trend, etc., including graphical presentation.
2. Localization. The app supports 8 languages, so we need to localize and proofread each language.
3. Development of some components and animations.

February 2019 - March 2020 Hangzhou Leadtek Technology Co.

Job Description: Since all the former developers left the company, we took over the project and recruited a technical team, and carried out a large-scale refactoring.

The following refactorings were carried out

1. Standardize operation and maintenance standards in the background, organize all servers, build test environments, and migrate online services.
2. Develop development specifications, design specifications, improve files, reduce communication costs between front and back ends, and improve software quality.

Refactor the backend and App, adopt a new architecture for the backend, rewrite the underlying framework in Swift for iOS, and develop new functions in Swift for Android.

Refactored most of the functions for Android.

After about half a year, the backend and App went from very fragile to stable, and online bugs were reduced to single digits.

The company started to make money from the app.

October 2016 - October 2018 Hangzhou Jiukai Technology Co.

Job Description: Worked on the refactoring of the iOS App "Jiu Ai Jia" and developed the company's Android App, including music, radio and medical related Android applications.

We also developed the company's Android app, including music, radio and medical related Android applications. Jiu Ai Jia is an application that connects family members, mainly

including IM, emergency call, remote assistance (iPhone control Android helper), and other applications.

The Android application is a pre-installed application on the company's Android terminal.

The Android application is pre-installed on the company's Android devices.

Project Responsibilities:

1. independently use swift to refactor the whole project of the original company, especially use swift to develop the IM part using face-to-face protocol programming, decompose the functions into different modules, and make the project more efficient.

In particular, he used swift to develop the IM part using face-to-face protocol programming, decomposed the functions into different modules, unbundled each part, developed code specifications, and ensured that the project was launched on schedule.

2. Assist the Android team in the development of Android applications using kotlin and java while maintaining iOS applications.

3. Performed a small amount of server-side port development.

Dec. 2014 to Aug. 2016

Sunkai Technology

IOS developer.

Job Description: Developed the apps "Kaola Show", "Amoy Metal Shop", "Jippin World", and "Centric Travel".

The project covers P2P, e-commerce, and travel reservation applications.

Project Responsibilities.

1. Responsible for some product prototyping and design work such as cutting out of application resources.

2. Be solely responsible for iOS application development, building framework, encapsulating grid, UI, tools and other functions, completing project development and releasing on line.

Complete the project development and release it on line.

3. Improve the development process, including faster coding process, more robust code components, more convenient packaging methods, and more efficient and effective development of swift projects.

3. Improve the development process, including a faster coding process, more robust code components, easier packaging, and designing new software architectures for swift projects using swift's language features.



August 2014 - December 2014 iOS Developer Xuanyan and Consultative Services Software Co.

Job Description: Independent design and development of the app "My Regiment Management", an internal OA application.

September 2011 - December 2013 Java Developer at Chongqing Prime Boyuan Technology Co.

Job Description: Worked independently on the development of two projects for Telecom and Unicom from database design to delivery.