



Yuanmei Qi

GitHub: <https://github.com/ymrepo>

SKILLS

- Industry Knowledge: Kotlin, Java;
- Daily use: Android Studio, Kotlin, Java, Gradle, MVVM

WORK EXPERIENCE

DUCHUANG SHIDAI Technology

Beijing, China

Android Software Engineer

Jun. 2023 – Present

- Develop features with a remote team on project about Iraq Wallet, similar to Alipay.
- Fixed bugs and improved application performance.
- Proactive communication and ensure quality assurance.

YI XIA Technology

Beijing, China

Android Software Engineer

Sep. 2013 – Apr. 2023

- Worked in an agile team on projects related to short video apps. Similar to TIKTOK.
- Design and implement the video player component by the decorator pattern, makes the iteration cycles response quickly.
- Use the jetpack MVVM architecture to build project, develop basic modules and components.

ZMODO Technology

Beijing, China

Android Software Engineer

Oct. 2011 – Sep. 2013

- Undertook the camera monitor application development.
- Build and develop network protocol components.
- Compile FFmpeg codec and render frame on the screen use OPENGGL.

PROJECT EXPERIENCE

1、QICARD Wallet App

Android Software Engineer

Jun. 2023 – Present

The core work contents are as follows:

- Partnered with designers, QA, and internal develops main features.
- Integrated third-party SDK to developed OCR and liveness functions.
- Documented front SA (*a doc about codes flow*) and communicated with PD to handled the business issue about development.

The main achievements:



- Built up unit testing framework and fixed critical issues such as memory leak issues.
- Kept good attitude to communicate with PD and H5 developers.
- The count of the bugs is zero.

2、MIAO PAI App

Android Software Engineer

Sep. 2014 – Dec.2022

The core work contents are as follows:

- Designed and implemented player components use IJK Player and EXO Player, Defined unified interfaces for external calls.
- Implemented complicated interactions, such as video could play in a sliding view, or full screen, keep playing when jump to the next page.
- Responsible for performance issue's analysis and memory optimization.

The main achievements

- Made the architecture of the video player has good extensibility.
- Unified the design pattern of each module and successfully to speed up the performance of compilation time which improved the development efficiency.

3、One Frame

Android Software Engineer

May. 2022 – Dec.2023

The core work contents are as follows:

- Responsible to develop the EXO Player and encapsulation it to follow the full lifecycle.
- Integrated ads mediation SDK, includes pangolin SDK (from Byte Dance) and Tencent social ads.

The main achievements:

- Converted stack of skills to mainstream framework (Jetpack MVVM, Live Data, ETC).
- Handled and resolved the problem of OOM.

4、Z Viewer

A monitor camera application.

Android Software Engineer

May. 2012 – Jun. 2013

The core work contents are as follows:

- Developed the feature which playing the streaming video with 4 channels base on the TCP protocol, Control the devices with the PTZ and Sip protocols.
- Designed and developed the architecture of the project.
- Encapsulated TCP video protocol components and the module of PTZ controls.

The main achievements



- Designed application architecture.
- Compiled FFMPEG and codec the H264 streaming video successfully.

EDUCATION

China University of Petroleum

Beijing, China

Bachelor of Computer Science

Sep. 2019 - Jan. 2022