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Summary

10 years iOS & macOS developer.

Language: Swift and Objective-C (C++).

IDE: Xcode

Project management: Agile, Scrum, Jira

Version control: GIT, SVN

Design pattern: MVVM, MVC

CI/CD: Jenkins, Fastlane

Dependency manager: CocoaPods, Carthage, Swift Package Manager

My most recent job is Senior Software Engineer (macOS) at QSR International (Melbourne).

Experience

Senior Software Engineer (Mac)

QSR International

Jan 2020 - Present (1 year 5 months +)

> Mac Team Lead / macOS Developer

> Swift / Objective-C / C++

This role leads technical collaboration while working through an agile model. As well as having the technical responsibility for the overall technical engineering, architecture, and design of the system and solution, this is a hands-on role that is responsible for solution implementation

In this role, some of my responsibility include:

- Participate in planning, definition and high level design of the solution and alternatives
- Write code and unit tests
- Work with Customers, stakeholders, and Suppliers to establish high-level Solution intent
- Responsible for value and builds to continuously improve the quality of deliverables
- Coaching and guiding Software Engineers
- Continuously looking for innovative ways to streamlines the process
- To understand the business direction and technology industry trends
- Participate in PI planning and Pre- and Post-PI Planning
- Work with portfolio stakeholders, to develop, analyse, split, and realise the implementation of enabler Epics
- Supervise and foster Built-in Quality
- Define subsystems and their interfaces

Senior Software Engineer (Mac)

Evernote (China)

Sep 2018 - Jan 2020 (1 year 5 months)

> Swift / Objective-C

- Integrate Swift to exist Objective-C project.

- Perform research and implementation of future Mac OS solution within the company.
- Be responsible for implementation of middleware (like background daemons) as well as frontend (native mac OS UI) components and their architecture.
- Performance analysis and tuning experience including memory usage, CPU utilization, leak checking.
- Create and maintain unit and integration tests related to it's work area.
- Collaborate with QA teams and other departments within organization to accomplish setup tasks and goals.



iOS Developer

ChinaSo

May 2013 - Sep 2018 (5 years 5 months)

> Team(iOS,Android) Lead / iOS Developer

> Swift / Objective-C

- Collaborating with team members to prototype, build, and test high-quality apps.
- Identifying shortcomings in current technology/architecture and recommend solutions.
- Providing constructive input into architectural decisions for new features.
- Providing technical guidance to other developers.
- Staying up to date with iOS development technologies, and identify and promote opportunities to make use of these technologies within the mobile team.



iOS Developer

Tripadvisor China (猫途鹰)

Nov 2011 - Apr 2013 (1 year 6 months)

> Xcode / Objective-C

TripAdvisor was China's second-largest online travel search engine before it was fully acquired in 2015 by Meituan which is China's top group-buying platform.

It was my first job and I was the first iOS Engineer in this company. The app was dedicated to providing convenient search of train/plane tickets and hotel information for travellers in China.

Education



Yantai University

Bachelor's degree , Computer Science and Technology

2008 - 2012

Skills

iOS Development • macOS Development • Xcode • Swift • Objective-C • Swift (Programming Language) • Agile Project Management • Mandarin • Model-view-viewmodel (MVVM) • Model-View-Controller (MVC)