

Bo Liu

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Tianjin University of Technology 2009 ~ 2013
Information Security (BSc)

Work Experience

02/2023

Software Engineer Mobile PAYBACK GmbH / Munich

- Integrated push notification library Airship with TCA to replace Firebase
- Refactored Service Section with SwiftUI + TCA
- Implemented some features of multiple factor authentication
- Refreshed PAYBACK brand and color configuration
- Improvement Day: Accessory Widget for PAYBACK
- Participated code review and supported other teammates

05/2018

01/2023

Freelancer / Amsterdam

- Developed several open source iOS apps with SwiftUI and an In-App log console called JLConsoleLog.
- Published a QR & Bar code manager app called QRCobot on App Store.
- Published an app called WallCard for Anik quiz card on App Store, it supports card display on iOS lockscreen wallpaper.
- Developed a macOS menubar app called OnlySwitch with SwiftUI and TCA, it is open source and has more than 2,3k stars on github

01/2017

05/2018

iOS Leader of Architect Team YIXIA Technology / Beijing

Our main product of department is Yizhibo that is one of the most popular livestream video Apps in China. Yizhibo is a subsidiary of Weibo at present.

- Formulated uniform coding style guid and design paradigms for our development team. Promoted operations engineer to set up Gerrit and Jenkins system for code review and package IPA for testing or release. The crash rate decreased from 0.5% to 0.07%.
- Modularized project with CocoaPods, and designed APIs for basic modules. Promoted team developing in CI/CD, made vendor tools and subprojects into static libraries, which improved the compile speed by 15%.
- Drove development of tracking log system and A/B test system in the part of app. Analyse data to solve problem and improved product's user experience based on log data.
- Developed a new framework for livestream page with plug-in mode. The new business efficiency of development doubled. Refactored keep-alive module, the message loss rate reduced by 30%.
- Involved in the design the protocol of network and security in our app, the behavior of malicious brushing flow decreased by 80%.
- Designed the solution of livestream quiz mobile client and APIs of data module.
- Developed a series of debug tools and scripts for debugging program in Production and In-house version, CI/CD system and managing modules.

10/2015 ●
08/2016

iOS Developer Weibo Corporation(Nasdaq:WB) / Beijing

Weibo is the biggest social media platform in China. It has **500 million** users globally.

- Investigated and surveyed video profiles of other same-type Apps, reduced the usage of video in the peak traffic and helped the company save billions of Chinese Yuan (hundreds of million Euros).
- Analyse A/B Test log data to solve problem, compared performance of AVPlayer and IJKPlayer and made daily statistics, reduced bugs of player by 60%.
- Developed live news video module of Weibo iOS client. Doubled the fps of peak in comment module by optimization algorithm; surveyed development of praise flying function in SpriteKit, the fps of peak increased 3 times.
- Developed autoplay function of Weibo vlog, the video views grew 5 times.
- Developed stream feed of video recommendation, using duration promoted 3 times in Weibo.
- Developed preloading of vlog, which led to starting to play in a shorter time, milliseconds.
- Integrated Yizhibo SDK into Weibo client.

08/2014 ●
09/2015

iOS Developer Xiudou Co. Ltd / Beijing

Xiudou is a startup company. Xiudou app is a video eCommerce platform for small companies and individual businessmen.

- Developed the foundation and basic features of iOS app including video player, account module, setting pages etc.
- Designed products shopping flow and purchase system.

05/2013 ●
11/2013

Windows Developer QFPay Co. Ltd / Beijing

QFPay is a mini POS terminal. It can access smart phone and PC client to consume by credit card, check balance, repay credit card etc.

- Developed Windows Phone client, Windows client with WPF and QT of QFPay.

Technical Skills



Programming Languages: Swift, Objective-C, C#, Shell

Technologies: SwiftUI + TCA, UIKit, AppKit, Core Data, Git, Jenkins, fastlane, Swift Package Manager, CocoaPods, SwiftLint

Knowledge: Design Pattern, HTTP, Multi-thread, MVC, MVP, MVVM, VIPER, Redux



Programming Languages: C++, Python, Apple Script, Ruby

Technologies: Xib, Storyboard, WatchKit, Unit/UI Test

Knowledge: Data Structure, Server

Other: Sketcher, OBS

Languages

Mandarin, English, German(B1)

Awards & Others

- 2011, started to learn iOS development, as the lead of Students Innovation Practice Centre during college life. Organised Tianjin AI Programming Competition. Got Social Activities scholarship in University.
- 2013, the Best Innovation Award by App of Windows Phone voice payment in QFPay hackathon.
- 2015, gave a speech on the trend of iOS development in conference of OSChina.net (Tianjin).
- 2017, the Best Team Award of Middle Manager Training in YIXIA.
- 2018, the 2017 Elite Staff Award in Year End Party of YIXIA.

App Portfolio:

<https://jacklandrin.github.io/category/Apps.html>

