

Andy Liang

@ andy.liang@uwaterloo.ca

🔗 andyliang.me

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SUMMARY OF QUALIFICATIONS

- Over 4 years of experience in iOS app development with two released App Store apps.
- Experienced in UI and UX design for mobile products from multiple projects using Sketch.
- Proficient in Swift, Objective-C, UIKit, Xcode, Auto Layout, and Grand Central Dispatch.

TECHNICAL SKILLS

Proficient Languages Swift, Objective-C, C, C++, Racket (Scheme), Java, Javascript

Platforms and Tools iOS, macOS, Xcode, CocoaPods, Realm, Jira, Git, Vim, Zsh

Design Tools Sketch, Adobe XD, Adobe Photoshop

WORK EXPERIENCES

Splunk>

Fall 2018

Native iOS, Software Engineering Co-op – San Jose, CA

- Architected, designed, and developed a new Splunk iPad app for business analysts using **Swift**.
- Iterated through different **UX design** patterns to take full advantage of the iPad form factor.
- Developed internal SDKs using **Swift**, **VIPER**, and **CocoaPods** to modularize app-building process.

Yahoo! Inc. (Oath)

Winter 2018

iOS Software Engineering Intern – Sunnyvale, CA

- Developed the next-gen streaming protocol for the iOS Flurry Analytics SDK using **Objective-C**.
- Utilized the **Actor concurrency model** to enable asynchronous operations without race conditions.
- Refactored the core analytics SDK and optimized the startup time of apps using the Flurry SDK.

Yahoo! Inc.

Summer 2017

iOS Software Engineering Intern – Sunnyvale, CA

- Implemented revenue analytics, custom app groups, and iPad support for the Flurry Analytics app.
- Replaced manual layout with constraint-based **AutoLayout** to improve support for new form factors.
- Streamlined outdated testing solutions used by the QA team into one single test application.

PROJECTS

Sigma Planner – iOS

Sep 2015 – Present

<https://itunes.apple.com/ca/app/sigma-planner/id1106938042>

- Created a student task planner using **Swift** and **Realm**, with over 50K downloads in one year.
- Reached App Store Education Top Charts, including **Top 5's** in **7 countries**.
- Developed internal **CocoaPods** for easier UI building to accelerate app-building process.

Blurry – iOS

Jun 2017

<https://itunes.apple.com/ca/app/blurry/id1254612844>

- An ultra-lightweight app that allows the user to easily add gaussian blur to their photos.
- Prototyped using **UIStackView** and **Storyboards** to build adaptive interfaces for iPhone and iPads.

EDUCATION

Honours Bachelor of Computer Science

(Expected) Sep 2016 – Jun 2021

University of Waterloo – Waterloo, ON

- **Achievement:** Won **First Place** in optimization contest for building most-optimized WLP4 compiler.