

# Xiang Zhang

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## Professional Summary

Full-stack engineer with 12+ years of experience, specializing in iOS app development (6+ years), backend development (3+ years), and full-stack development (2+ years). Proficient in Objective-C/Swift, Spring Boot, Golang, and modern cloud-native technologies. Extensive experience in designing, developing, and publishing mobile apps (50+ iOS apps) and scalable backend services. Strong team player with proven ability to lead projects, optimize performance, and deliver reliable software solutions.

## Technical Skills

**Mobile Development:** iOS (Objective-C, Swift), Cocos Creator, Cocos2d-x, WebRTC, SIP

**Backend Development:** Java (Spring Boot, MyBatis, MyBatis-Plus), Golang, Python

**Databases & Messaging:** MySQL, Redis, Kafka, Zookeeper

**Cloud & DevOps:** Docker, Kubernetes, Rancher, Nginx, gRPC, Supervisor

**Automation Tools:** Appium, Selenium, Shell scripting

**Others:** Git, CI/CD, RESTful APIs, Protobuf

## Work Experience

**Qingdao Bolo Youzi Network Technology Co., Ltd. — Full-Stack Engineer** (May 2023 – Jul 2025)

- Led game development projects using Cocos Creator and Spring Boot, ensuring timely delivery and high-quality standards.
- Built multiple game toolchains to improve development efficiency and team collaboration.
- **Achievements:** Developed and launched the company's first Cocos Creator + Spring Boot game; Published multiple games; Built a game development team.

**Offcn Education Qingdao R&D; Center — Full-Stack Engineer** (Mar 2020 – Apr 2023)

- Designed and developed multiple web services (IM gateway, group management, file storage).
- Architected and maintained the iOS IM SDK with WebRTC and SIP integration.
- Contributed to Golang-based IM server design, including message distribution and real-time communication.
- **Achievements:** Built IM SDK from scratch saving licensing costs; Implemented SIP within iOS SDK reducing dev time by 45 days; Developed standardized Docker base images and tools.

**Qingdao Hash Network Technology Co., Ltd. — iOS Engineer** (Sep 2017 – Dec 2019)

- Conducted reverse engineering on 100+ apps, successfully publishing 50+ iOS apps.
- Automated mobile and web workflows (TikTok, JD) using Python, Appium, Selenium.

- **Achievements:** Released 50+ iOS apps generating significant company revenue; Built automation solutions for login, e-commerce, and ad tracking.

**Beijing Duzainar Network Technology Co., Ltd. — iOS Engineer** (Aug 2013 – Aug 2017)

- Developed and maintained multiple iOS applications, coordinating closely with backend and product teams.
- Took responsibility for project architecture, technical decisions, and iOS team coordination.
- **Achievements:** Delivered numerous apps expanding company's mobile business presence; Introduced efficient technical solutions and documentation practices.

## Selected Projects

**Offline Push Messaging Platform (2022 – Present)**

Designed and implemented a cross-platform push service supporting APNS, Huawei, Xiaomi, OPPO, and Vivo.

Tech stack: Golang, Gin, Redis, MySQL, RWMutex, goroutines, channels, WaitGroup.

**Poker Hero Game (2023 – 2025)**

Developed a Cocos Creator + Spring Boot game with PVP, PVE, mining, loot box, and scalable distributed architecture.

Tech stack: Cocos Creator, Spring Boot, Redis, MySQL, WebSocket.

**IM Messaging Distribution Server (2021 – 2022)**

Built a Golang-based distributed server handling Kafka, Redis, gRPC, and Zookeeper for large-scale message routing.

**iOS IM SDK (2020 – 2022)**

Architected a custom SDK replacing third-party solutions, supporting chat, media messages, and WebRTC/SIP calls.

## Education

Yantai University — Bachelor of Software Engineering (2009 – 2013)