

# Jiang Jiang (江疆)

6 South Kexueyuan Road, Beijing, 100080

+86 13811805902

gzjjgod@gmail.com

<http://www.jjgod.org>

## Education

**2007.9 - present** Graduate University of Chinese Academy of Sciences  
(Storage Center, Institute of Computing Technology)  
Expected to receive Master in Engineering, July 2010

**2003.9 - 2007.7** School of Computer Science, Beijing University of Aeronautics and Astronautics  
Received BA in Engineering, July 2007 (Top 10% in the school)

**2000.9 - 2003.6** The Affiliated High School of South China Normal University  
Received high school diploma, June 2003

## Skills

**Languages** Fluent in English, Cantonese. Experienced in technical communications in oral or written form with English. (CET6: 533)

### Software Development

- Developed on Mac OS X for over 3 years
- Developed on Linux/Unix for over 5 years
- Extensive experiences with Mac development environment like Xcode and Interface Builder
- Familiar with version control systems like Git, Mercurial, Subversion

### Programming

- Writing practical code in C/C++ for over 7 years
- Using Objective-C in practical projects for over 3 years
- Experienced in scripting languages like Python, JavaScript and Lua

**Frameworks** POSIX API, Cocoa/Carbon, Core Graphics, Core Text, Core Data, ImageIO, Cocoa Touch

**Technical Interests** Unicode and Multilingual encodings; Text Layout and Rendering, Graphics and Image Processing

## Experiences

### 2009/05 – 2009/08 Unicode Text Input Support for SDL

Design the Unicode text input API for Simple DirectMedia Layer open source project, implement it in Mac OS X. Google Summer of Code 2009 projects. Developed with C, Objective-C and Cocoa. Focused in Cocoa event handling and text input (NSTextInput protocol and Input Method Kit).

<http://libsdl.org>

### 2009/03 – present Textus Ebook Reader

Developed a plain text reader for Mac OS X users, with a customized text layout engine based on Core Text. Accepted by Chinese Mac users as the best Chinese ebook reader on Mac OS X.

<http://www.jjgod.org/projects/textus>

**2008/10 – present SunPinyin Input Method**

Help porting and improving the Mac OS X version of this cross-platform input method. Designed and implemented the auto-update system with Sparkle.

<http://opensolaris.org/os/project/input-method/>

**2008/12 – 2009/03 ResizeMe 2**

Chief developer of ResizeMe 2, a GUI batch image conversion app dedicated for Mac OS X, as a freelance project with Dare to be Creative Ltd. Implement the core engine with Core Data, ImageIO and Core Graphics, coordinate the development remotely with designers in Australia.

<http://creativebe.com/resizeme>

**2008/03 – present Mac Dictionary Kit**

Developed a extensible dictionary conversion tool, to convert stardict format into Mac OS X Dictionary.app format. Widely distributed and acknowledged by Mac users as an excellent companion of Dictionary.app. Implemented with GLib, C++/STL and Python.

<http://code.google.com/p/mac-dictionary-kit>

**2007/10 – present Mozilla Firefox**

Provide bug reports and patches for Firefox 3.0 to 3.5, working with engineers in Mozilla HQ and Japan to improve CJK font selection and CSS text layout results. Some of the patches are accepted in Firefox, greatly improved Simplified Chinese font support.

**2007/06 – present vim-cocoa**

Rewrote the Mac OS X GUI version of popular text editor Vim with up-to-date Cocoa technologies, extensive use of Core Graphics, ATSUI and Core Text. Initiated as a Google Summer of Code 2007 project, still maintaining it till now.

<http://code.google.com/p/vim-cocoa>

**2004 – present** Long term contributor of open source projects like WebKit, LLVM, Adium and MacRuby, providing feedbacks and bug fixes.

## Other related experiences

**2009/03 – present** Help built CocoaHeads Beijing developer community, talked in a series of events

**2009/10** Google Summer of Code 2009, successful participant

**2008/05** Apple WWDC student developer scholarship

**2008/04** 2nd Prize in Apple 2008 China Campus Development Contest

**2007/10** Google Summer of Code 2007

**2007/07** Apple WWDC student developer scholarship

**2004** Excellence in Study Prize, Beijing University of Aeronautics and Astronautics