

Min Hu

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SUMMARY:

As a seasoned Senior Android Development Engineer, I specialize in enhancing code reusability and maintainability through modular refactoring and SDK development. I am passionate about exploring emerging technologies like Kotlin Multi-Platform and Jetpack. Looking forward, I aspire to be a leading technical expert in mobile application architecture and cross-platform development, delivering high-standard UI and contributing to exceptional UX.

PROFESSIONAL EXPERIENCE

KuaiShou | *One of the popular short video and live broadcast applications in China*

Aug 2022 - Feb 2024

In KuaiShou, I'm responsible for the development and maintenance of Android Apps including a beauty camera app named YiTian and an image retouch app named RawPic.

Full-time Senior Android development engineer

- Refactored the project for modularity extracting low-level code into SDKs for code reusability and maintainability.
- Architected and designed reusable feature modules for use across YiTian and RawPic
- Designed and implemented an AI-lighting module interacting with JNI and internal face detection SDK. [Demo Video](#)
- Led one junior engineer to implement product requirements and enhanced his system design and analysis ability.
- Archived a reduction of crash rates from 0.5% to 0.3% by collaborating with multiple teams to analyze and resolve stability issues.

Baidu | *A leading company with a strong foundation in internet services, AI, and search engine*

Nov 2019 - Aug 2022

While at Baidu, I handled business requirements development for Baidu Knows and Wenyiwen, and concurrently emphasized code refactoring and modularization.

Full-time, Senior Android development engineer

- Refactored the Wenyiwen business module into plugin architecture for dynamic downloads and hot updates.
- Engineered and extensible IM list to support diverse message types and to automate message card insertion strategies.

Full-time, Android development engineer

- Upgraded the existing DI and annotation processors to automate boilerplate code generation for RecyclerView.
- Designed Drawable DSL to construct the drawable in Kotlin instead of in XML.
- Served as the team's Kotlin evangelist, driving Kotlin integration workflow through weekly share sessions.
- Contributed to the development of modular architecture, UI libraries, and feature requirements of Baidu Knows.

Intern, Android development engineer

- Contributed to the development of the user interface for Baidu Knows.
- Gained exposure to and learned key aspects of large App architecture, including DI, Modular Design and Testing.

EDUCATION

University of Galway, Ireland

Master of Information System Management

Sep 2024 - Jun 2025

Projects

- [Piggy Words](#), an AI-driven App developed using SpringBoot, Kotlin Multiplatform, Google Gemini and TTS.
- [Fashion Designer Website](#), a fancy site developed using React and NextJS.

Dalian University of Science and Technology, China

Bachelor of Information System Management

Sep 2016 - Jul 2020

Awards:

- Chinese Collegiate Computing Competition, National Third Prize *May 2018*
- Chinese Collegiate Computing Competition, Provincial First Prize *May 2018*
- Blue Bridge Cup Programming Competition, Provincial Second Prize *Apr 2018*
- China College Students Internet+ Competition, Provincial Bronze Prize *Jul 2017*
- Blue Bridge Cup Programming Competition, Provincial Third Prize *Apr 2017*