Xiaodong(Francis) Yang

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EDUCATION

Master of Science   *Dec. 2014*
Department of Computer Science, Northwestern University   GPA:3.7/4.0
Bachelor of Engineering   *July 2013*
School of Electrical Engineering, Xi'an Jiaotong University   GPA:3.3/4.0

TECHNICAL SKILLS

Programming-Experienced: JAVA, Python, C++, Pig, Node.js   **Backend Related:** Hadoop, Storm.
DataBase: Mongodb, mySQL, Cassandra, Redis   **Software Management:** Github,Jira, phabricator
Web development: JavaScript,CSS/HTML5 for 2 years. Knowing Ember frameworks and sass.

PROFESSIONAL EXPERIENCE

Software Engineering Developer, Intermediate, DSP+ Data Pipeline Team, ADs & Data Dept. Yahoo

- Works in data pipeline team of Yahoo Ad Manager plus platform which serves display ads for all yahoo business. Using Big Data technologies to design, implement and maintain advertisement data pipeline.
- Implemented A data ingestion adapter and corresponding Web REST API , sftp server to generate third party data with the function of timeout retrying, rate limiting using paramiko.The difficulty is that third party data is not punctual so that I add timeout retry module. The whole system is configurable and easily scalable.
- Re-designed sox-check data validation which fetches and compares metrics from different colos on HDFS. It can produce format output and friendly debug message which help production engineer easily locate problems.
- Refactored Oozie Variable Check script, made it scalable and robust. It can greatly reduce our failures in Smoke test due to oozie variable typos, unmatched software settings

PROJECT EXPERIENCE

Patient Monitor System: Movement Detection System based on Kinect V2   *Sep.2014-Dec.2014*

- Applied Fall detection Algorithms in a Kinect-based monitoring system. This Algorithm could detect the falling patient in hospital and send alert to terminal computer using skeleton data from Microsoft Kinect V2 API.

Casino : A Set of Casino Games contains BlackJack, Roulette, Texas Poke   *Sep.2014-Dec.2014*

- Implemented with java multithread and GUI programming, playing a role of creating the UML and implementing main interface.Support multiplayers joining the same game room.

Web Full-stack development Experience

- Created Hide-N-Seek, a mobile web game about playing hide and seek online with your smart phone among friends by applying Google Map API and Agile Development, playing a role of front-end development, UI design and interacting with back end database in Parse.
- Created a simple web blog application using ember and require framework, which can post and edit blogs and comments. This app is based on MVC model.

Hackathon Experience   *Sep. 2013- Dec. 2014*

- RedesignNU—Created an user interface , Course Management, to improve user experiences of selecting courses for Northwestern students. I mainly focused on the front-end development, playing a role of UI designing, querying json data from known API, and performing several functional components. (Finalist)
- WildHacks— Created an app for disabilities who can travel all over the world by wearing the Oculus with leap motion using The Google Street View API. I mainly focus on combining two different coordinates to make it work correctly when user Turn his/her head. (Our app is the top 10 apps of 120 teams)