

Fanqiang Meng

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GitHub: github.com/April17

Portfolio: [AprilFolio](#)

TECHNICAL SKILLS

- **Proficient:** JavaScript, React.js, Redux.js, Spring Boot, Java, Ruby, Ruby on Rails, HTML5, CSS3, SQLite, PostgresQL
- **Exposure:** Node.js, Express.js, Angular.js, Anime.js, MongoDB

PROFESSIONAL EXPERIENCE

Cognizant | Senior Software Developer | Phoenix, Arizona

August 2021 - Present

- Work as a Front-End Developer using React.js, Redux.js and many other technologies to create user-friendly web applications for clients.
- Work with a group in an agile environment to enable fast past development cycles which allows finishing projects on time and meeting specification.
- Recreating an existing app from using AWS Lambda to Spring Boot allows a more robust back-end.
- Create a React Native App using Expo, React Navigation and material UI for Android in order to reach more customers.

Infosys | Full-Stack Developer | Tempe, Arizona

November 2019 - August 2021

- Work as Dell Boomi Production Support with client Blue Shield of California using Dell Boomi to support 200+ processes and solving data errors, login errors etc to improve stability and shorten down time on business side.
- Analyzed process deployments using Dell Boomi to keep processes not meeting requirements out of production which will prevent duplication errors, run time errors etc that will impact business operation.
- Managed and revamped support documentations using excel and VBA to create 2 automation tools which can check 100+ fields in one click and give analyzed results saving around \$12,480 yearly from manual work.
- Managed and revamped system detail documentations using excel and VBA to create a search to find all connectors using same username which helps support team update all connectors to prevent account lock out in all environments.

PROJECT WORK

Pokéball | [GitHub URL](#) | [Live Demo](#)

2022

A Pokémon Trade Card Game (TCG) community.

- Created an ecommerce desktop web using React.js and hosted on AWS amplify allows easy deployment and management.
- Created a serverless backend API using AWS Lambda and DynamoDB to save money by using pay as you go business model.
- Integrated PayPal Sandbox API for payment and store order detail in Amazon backend for easy and fast payment.
- Built in search functionality can search over 14000 Pokémon cards using 3rd party API to get the most updated information and save cost on AWS database.

Dungeon Offline | [GitHub URL](#) | [Video Demo](#)

2019

Full-stack web application that can be played as a top-down tile based RPG game.

- Created a real time update and game saving system using Rails API, React.js and Redux.js to keep game progression for users to continue playing the game.
- Designed an action game using Phaser 3 as game engine for moving, attacking and collision.
- Developed a random monster spawn system using Phaser 3 to spawn 3 different monsters in random locations in specific areas with 3 different internal timers to increase playability.
- Designed a random loot drop system using Rails API, React.js, Redux.js and Phaser 3 to get random loot from monster's drop table in Rails API to increase playability.
- Designed a Game Progression system using Rails API, React.js, Redux.js and Phaser 3 to award players with attack damage, defense and HP after level up.
- Built an interactive UI using React.js, Redux.js and Semantic to live update game data which shows player stats like HP, EXP and loot drop, etc for player interaction.
- Built a simple Json file using RESTful Rails API and Active Model Serializers to create one Json package to simplify frontend work.
- Built a user authentication using JWT, bcrypt, Rails API and React.js to protect user's passwords in both frontend and backend and also keeping users signed in.
- Built a full CRUD App using Rails API, React.js and Redux.js to allow users to create, edit and delete accounts and character.

EDUCATION

Coding Boot Camp, Flatiron School

August 2019

Bachelor of Science, Stony Brook University

August 2018