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| **GUANGYU XU**  Flushing, NY | 646-641-1017 | [davidxu198556@gmail.com](mailto:davidxu198556@gmail.com)  [github.com/DavidXu2017](http://github.com/DavidXu2017)  [linkedin.com/in/guangyuxu](http://linkedin.com/in/guangyuxu)  [davidxu2017.github.io/particle](https://davidxu2017.github.io/particle/) |
| **SUMMARY**  Five years of experience leading mobile and online game development teams through full software development lifecycle as a lead game designer. Includes designing systems to front-end development and UX design. I have expansive exposure to web technologies using HTML5, CSS3, Javascript Frameworks and databases. I am strong with UX design and React. I am a Green Card holder and looking for an opportunity where I can utilize my skill set to improve people’s lives.  **TECHNICAL SKILLS**  **Languages:** HTML5, CSS3, SCSS, JavaScript  **Frameworks and Databases:** React, Redux, Mobx, Angular.js, Node.js, Bootstrap, Express, Mocha, MongoDB, MySQL  **Tools and APIs:** JSON, AJAX, Webpack, Material-UI,jQuery, Git, SVN, WordPress, Google Maps, Darksky, Eventbrite  **Other Software and Technologies:** SEO, PhotoShop, Illustrator, Office 2010, Axure RP, 3DS MAX, AJAX, 3D Animation, UX design, Zoho  **APPLICATIONS**  **Liepinus March 2018 - now**  *An official website for LIEPIN NORTH AMERICAN, INC.*  **Full Stack Developer**- https://liepinus.com/   * Rebuilt the whole website using React and Mobx as the main technology for front-end and Node, Express, MongoDB for back-end * Set up the web structure using webpack * Did server side render for SEO   **OutReach Dec 2017 – Jan 2018**  *Mobile-First Web App for recruiter or founder to communicate with job seekers*  **Project Owner / Full Stack Developer**- <https://github.com/DavidXu2017/OutReach>   * Used React / Redux as the main technology for front-end and Node, Express, MongoDB for back-end * Implemented realtime chat and emoji displayed features using Socket.io in both front-end and back-end * Provided authentication using cookies and utility to ensure account security   **Hangin’Hubs May 2017 – June 2017**  *Mobile-First Web App for Collaboratively suggesting and managing group outings*  **Front-End Web Developer** - <http://www.hanginhubs.com>   * Provided event search, creation, and planning features using React/Redux and Material-UI frontend * Leveraged Google Maps API to display current location and get directions using different modes of transportation * Used Darksky and Eventbrite API to get current events and weather information   **LinkedList May 2017 – May 2017**  *Dashboard to organize, manages, and plans the job application process*  **Front-End Web Developer** - https://github.com/Team-Callisto/BlueField   * Leveraged Google Maps API to display current location, calculate directions to destination via different modes of transportation, and estimate travel time * Collaborated with the integration of IBM Watson’s Tone Analyzer API (to analyze email tone) and Glassdoor API (to retrieve company’s reviews)   **Moody April 2017 – May 2017**  *Track and visualize your daily, weekly, and monthly moods which are provided by user*  **Full stack Developer** - <https://github.com/Team-Callisto/greenfield>   * Created RESTful API with Node and Express and front-end with Angular.js * Configured MongoDB to store and retrieve individual mood data generated from 5 emotions * Implemented authentication using Passport.js   **PROFESSIONAL EXPERIENCE**  **LIEPIN NORTH AMERICAN, INC. March 2018 – now**  **UX Design Manager** - https://liepinus.com/   * Used WordPress to update the current website * Used Zoho to set up work flow for sales team, RPO team and Product team * Create prototype for new website * Wrote documentation for the web application * Rebuilt the whole website using React and Mobx as the main technology for front-end and Node, Express, MongoDB for back-end   **SHANGHAI SOCO INTERACTIVE ENTERTAINMENT TECHNOLOGY CO., LTD Nov 2013 – Oct 2015**  **Lead Game Designer** - <http://www.socogame.com/>   * Designed, documented, and created Veggies Puzzle(<https://goo.gl/frVzM4>), Veggies 2(<https://goo.gl/TxMUUk>), Veggies 4(<https://goo.gl/iiAMya>), Last Hero(<https://goo.gl/E6hFaj>), Bubble Bust(<https://goo.gl/Vt7xji>), and Air Attack 2(<https://goo.gl/Wiq9iQ>), while leading a gameplay and level design team of 6 people * Designed characters’ animation with 3DS Max and managed and designed UX using Cocos2D, Photoshop and Axure RP * Veggies 2 accrued $1 million within first three months   **NEOWIN GAME SHANGHAI Sept 2012 – Sept 2013**  **Game Designer**   * Designed, documented, and published Tian Wai Tian onto Android platform, while leading a group of 7 developers * Designed animation for characters with 3DS Max and UX with Photoshop and Axure RP * Directed and publicized Fighter City(<https://goo.gl/EYm3gf>) based iOS game, which accrued $0.8 million within first six months and ranked #35   **SHANGHAI YURONG CULTURE COMMUNICATION CO., LTD March 2011 – May 2012**  **Game Designer**   * Designed, documented, and published Crazy Zombie Online(<https://goo.gl/iRWJp7>) and Tiger Coin(<https://goo.gl/uGbzsk>) on the App Store using Xcode while leading a group of 4 people * Designed and created animations using 3DS Max, 2D animations using Flash, and UX using Photoshop and Axure RP   **HANGZHOU XUANJIKEJI INFORMATION TECHNOLOGY CO., LTD Jun 2010 – Feb 2011**  **3D Animator -** <http://www.qinsmoon.com/>   * Designed animation for characters in the fourth season of Qinsmoon(<https://goo.gl/AKnY51>) * Created animation by 3DS Max * Used After Effects to export characters’ animation frames     **EDUCATION**  *Hack Reactor, NYC* **March 2017** *-* **June 2017**  **Advanced Software Engineering Immersive**  *Jiao Tong University, Shanghai China* **Sept 2006 – July 2008**  **Certified for Computer Applications Technology**  *Jian Qiao University, Shanghai China* **Sept 2003 – July 2006**  **A.S. Computer Applications Technology** | |