

SUMMARY

A self-starter and self-motivated Web Developer with strong foundation of EE and troubleshooting, as well as established passion in user experience and customer relationship development in detail oriented team crossing multi-function managements for product driven and support.

SKILLS

- JavaScript/JQuery/AJAX
- Python
- HTML5/CSS3
- Git/GitHub
- Unix/Linux Shell
- KouckoutJS/BackboneJS
- Bootstrap/FlexBox
- Gulp /Grunt
- RESTFUL/Responsive Design
- Jasmine Testing
- Critical Rendering Path
- Chrome Developer Tools

PROJECTS

Neighborhood Map April 2016

<http://jameswangbrothers.github.io/neighborhoodMapApp/index.html>

- Integrated FourSquare and Google Map APIs using AJAX.
- Constructed the app using Knockout framework in JavaScript.

Classic Arcade Game Clone March 2016

<https://github.com/JamesWangbrothers/FEND-P3-Frogger-Game.git>

- Implemented the game functions using OOB JavaScript.
- Draw the game screen using the HTML canvas.

Website Optimization February 2016

<http://jameswangbrothers.github.io/optimized/index.html>

- Achieved Page Speed score of 90 by optimized the CRP.
- Ensured the web runs at 60fps for whole pixel pipeline.

EXPERIENCE

Super Micro Computers, Inc. – Application Engineer San Jose, CA | December 2013 – January 2016

- Troubleshooting:** solved over 400 issues and requirements in front-end with customers to increasing ROC.
- Customer:** Isolate engineering problems and provide step-by-step solutions to customers on daily basis, mainly focus on Hardware Compatibility, Networking, OS, PCH, memory, RAID, I/O.
- Team:** Resolved conflicts between cross-function teams and prioritize multiple groups around a single objective to ensure the first-to-market advantage.

EDUCATION

Udacity – Front-End Web Developer Nanodegree April 2016

University of Arkansas in Fayetteville, AR – Electrical Engineering, M.S. August 2013

VOLUNTEER

Organizer Assistant at SVIEF (Silicon Valley Technology Innovation Entrepreneurship Forum) March 2015