

# JUNYAN LIANG

## Front-End Developer

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🔗 <https://github.com/JuneLUNLV>

## WORK EXPERIENCE

### Amazon Store Manager

#### Self-Employed

📅 2014 - 2016

- Sell cartoon and anime stickers for T-shirt and cars.
- Inventory management
- Budget management
- Customer service

### Unity VR Developer

#### UNLV VR Lab Research

📅 August 2019 - May 2020

- Develop VR scenes and animations using Unity

### Front-End Developer

#### OpenBook

📅 February 2022 - current

- Design and implement web applications along with 3rd-party software integrations as a web team liaison for all inter-departmental and customer-facing projects.
- UI interface design and styling with NextJs and React
- Web3 technology integration
- Solidity smart contract development

## PROJECT

### Mentor Management System

📅 February 2020 - May 2020

- A system that manages the relationship between university mentors and students build with Python and Flask.

### OpenBook

📅 February 2022 - current

- A decentralized sportsbook for online sports betting using web3 technology.

## CAREER OBJECTIVE

Front-end developer with a proven ability to collaborate effectively with senior developers while spending extra time to be mentored. With a passion for both personal growth and for software development. Spent a considerable of time honing front-end web development skills and love working with animations, user interface design and implementing cool CSS effects from Codepen.

## EDUCATION

Bachelor

Computer Science

**University of Nevada, Las Vegas**

📅 2016 - 2020

🎓 GPA: 3.6

Master

Network Security, Software Development

**University of Nevada, Las Vegas**

📅 2020 - current

🎓 GPA: 3.8

## SKILLS

### Front-End Frameworks

React, Vue, NextJS

### Back-End Frameworks

Spring, Flask, NodeJs

### Others

Photoshop, Figma