Jiangcheng Liu
Facebook software engineer

Fremont, CA - Email me on Indeed: indeed.com/r/Jiangcheng-Liu/83c8507100b6479b

I am a software engineer at Facebook HQ. I am doing full stack developing, and my interests is react.js.
Willing to relocate: Anywhere
Sponsorship required to work in the US

WORK EXPERIENCE

Software Engineer

Facebook   -   Menlo Park, CA - May 2016 to Present

Working for log team. We log everything!

Software Engineer Internship

Yanset Career Innovation Center   -   San Francisco, CA - June 2015 to Present

• Developed the back-end part(RESTful API) of the web application using Node.js and Express.js
• Wrote script to populate initial test data for testing purpose
• Figured out the web site and distributed database deployment solution on AWS
• Optimized the full text search function by connecting MongoDB and ElasticSearch

Software Engineer Internship

Enok Horizon   -   San Francisco, CA - February 2015 to June 2015

• Designed the architecture of the web application and lead web development team
• Cooperated with design team and IOS team to figure out the backend design
• Deployed the web application on AWS(in U.S.A server and Japan server) and AliCloud(in China)
• Managed the backend application(RESTful API) on Window Azure platform
• Maintained LAMP server and GoDaddy domain system

Research Assistant, Teaching Assistant

Texas A&M University   -   Kingsville, TX - September 2012 to December 2014

• Maintained High Performance Computer Center cluster system - Linux Operating System
• Worked with advisor in Air Quality Modeling project for the Environmental Protection Agency
• Experienced in Linux based computation and simulation software in Environmental Engineering, such as
WRF, SMOKE

EDUCATION

Master of Science in Computer Science

Texas A&M University
May 2016

Bachelor of Science in Physics

Hunan Normal University   -   Changsha, CN
2011

LINKS

ADDITIONAL INFORMATION

TECHNICAL SKILLS
• Knowledge: Node JS, AWS and Azure, MongoDB and ElasticSearch, C++ STL 11, android, J2SE/J2EE
• Programming languages and Tools: C/C++, JavaScript, Java | WebStorm, Visual Studio, Vim, Eclipse, Android Studio
• Operation System: Windows, Linux, Mac OS X shell command

PROJECTS
Disease Spread Model Visualization in StarCraft2 platform Fall, 2014 - present
• Implemented different methods of random movement of game objects
• Dynamically displayed statistic data achieved from the SIR model in real time
35 K mini Operating System August, 2013
• Lightweight operating system written in assembly language and C
Message Board Android Application February, 2015
• Used Java and MySQL as the backend
Shape War Game, Multi-Player Online Version Summer, 2014
• Developed a client-server based multi-player game with JAVA TCP and UDP Socket
Multiplayer Bowling Scores Tracker System February, 2014 - March 2014
• Applied test-driven, extreme programming and refactoring method to write a complete project
Greedy Snake Game Multi-player Version January, 2014 - April 2014
• Applied multi-thread to repaint all objects like snakes and food in the panel
Multi-User Online Chat System May, 2013 - August, 2013
• Implemented communication mechanism with TCP protocol in Js2SE Socket