

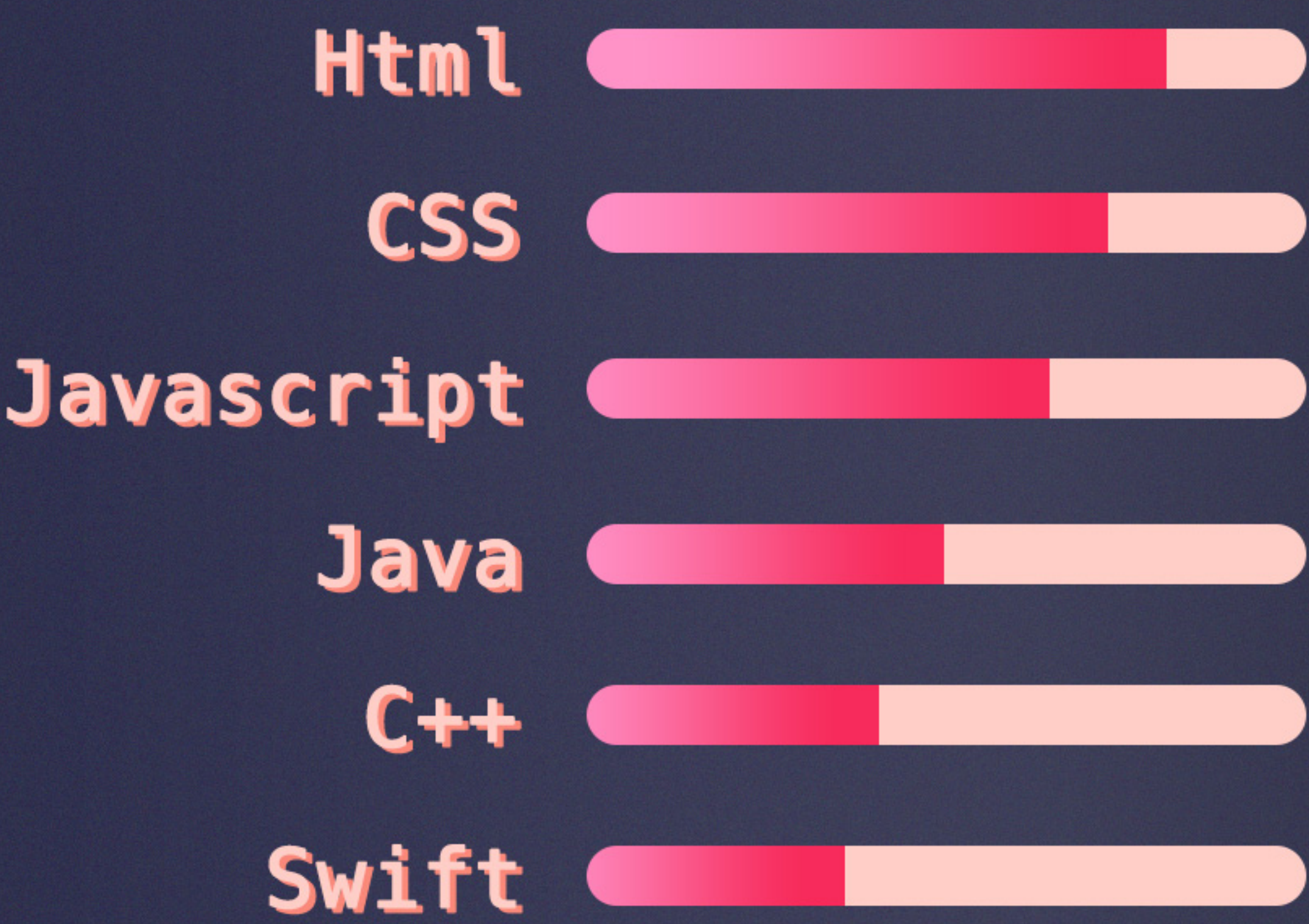
James Yong

Be the change you want to see in the world

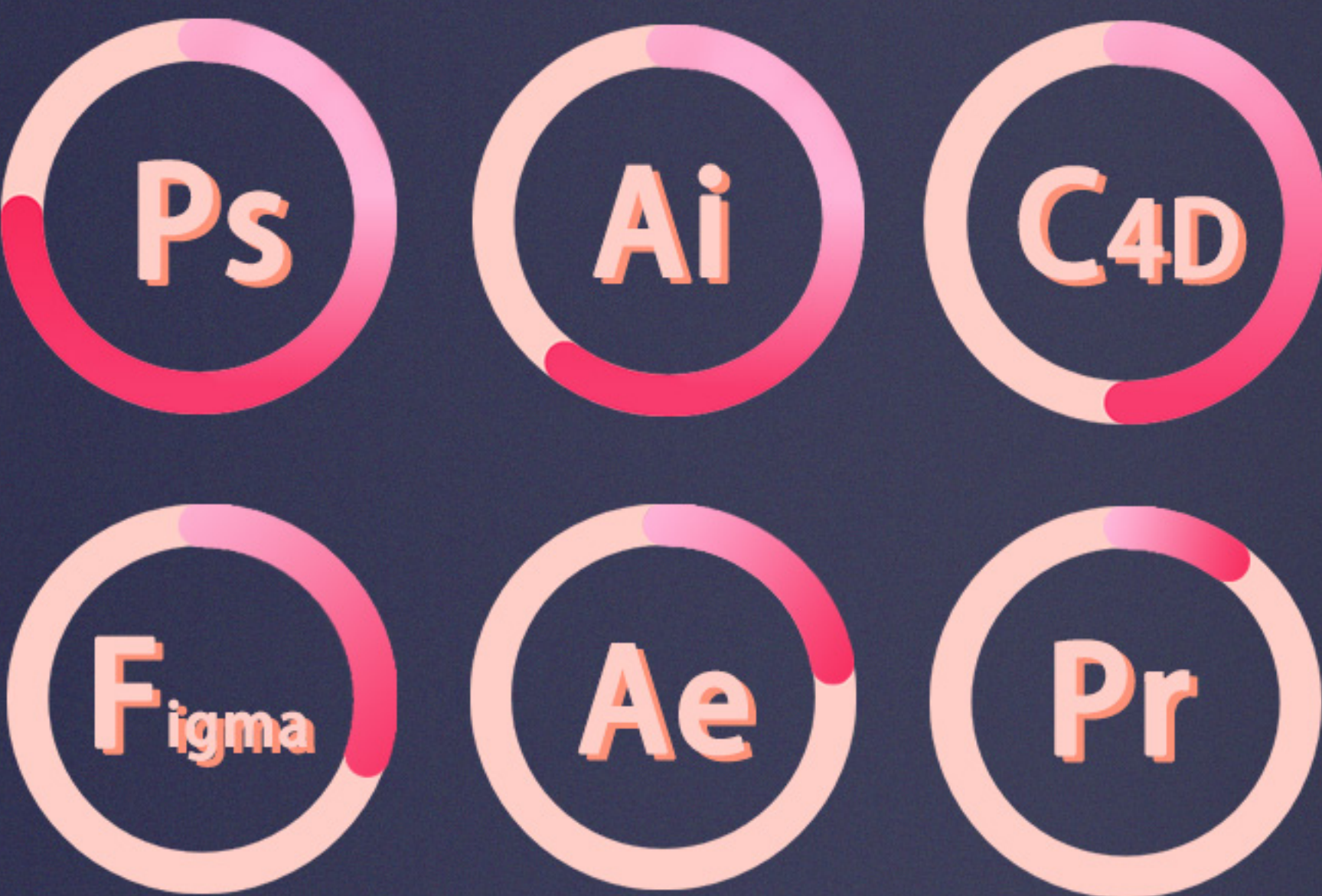
Creative Developer

Being a visual driven creative developer, I've never hesitated to learn new skills and tools to make my web more beautiful, with an engineering background, understanding of math and physics not only help me dive deep into the web magic but also strengthen my problem solving skills.

Coding



Design



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github.com/Sakilove

[behance.net/jamesyong](https://www.behance.net/jamesyong)

EXPERIENCE

Online CV
jamesyong42.com/CV

Aug.2018-

Resn Shanghai

Junior Creative Developer

Aug.21.2018-Sep.19.2018 Vue Pixi.js GSAP

Ant miniprogram



Big screen full of icons with interactive experience. Set up a grid structure for layout, and used math and physics to apply interactive effects on icons.

Sep.20.2018-Oct.18.2018 Vue GSAP SVG

YouTube b2bmap



An html5 mobile long page experience. Helped layout all the pages and animated lots of small pieces like birds, airplane, windmill and so on.

Oct.20.2018-Oct.29.2018 Vue GSAP SVG

Adidas CIIE



Multi-screen interactive experience Set up a pure css parallax structure, did all the layouts and animations, set up a multi-orientation multi-screen kiosk solution for final installation.

Nov.26.2018-Dec.14.2018 C++ OpenGL GLFW

Volvo radar



A tool to detect people using laser radar. Using algorithms implemented with C++ to gather and smooth raw point cloud data and turn it into object detection tool.

Nov.16.2018-Apr.1.2019 Vue GSAP Aframe three.js

WebGL shader canvas SVG

VisitCalifornia KAR



An html5 mobile adventure. Overcame compatibility issues on multiple browsers especially the WeChat browser, kept improving performance and loading experience and polishing small details till the end. Explored multiple solutions for animations to find the best one for each cases.

EDUCATION

Sep.2014-Jun.2018

UESTC

Undergraduate of Electronic Information Science and Technology

Researches

Parallel successive over-relaxation(SOR) algorithm based on CUDA platform
C++ implementation of numerical methods

Projects

Developed an electromagnetic radiation simulation software based on RWG-MOM algorithm as collage final project.
Explored IOS SDK and developed some cool interactive interfaces.
Explored web technology from basic html,css,jquery to java web, es6, node.js until fell in love with vue, developed frontend backend seperated manage website and my personal website which focused on cool front-tend effects such as SVG animation, parallax effects and three.js magic.