

Hi! I am Mars.

a **programmer** focused on web application development

a **graphic designer** and **2D animator** who dedicates to simple shape and smooth motion.

an **innovator** who tries to make impacts through effective and competent communication.

Los Angeles, CA

Shenzhen, China

Portfolio: <http://marstanjx.com>

Email: jianxuat@usc.edu

EDUCATION

University of Southern California

August 2017 - May 2022. Current GPA 3.95

Arts, Technology, Business of Innovation (BS)

USC Iovine and Young Academy

Computer Science (Minor)

USC Viterbi School of Engineering

Piano Performance (Minor)

USC Thornton School of Music

SKILLET

Front-End Development

HTML, CSS, JS, Vue.js

Back-End Development

NodeJS, Express.js, MongoDB

Software Development

Java, C++, python

Graphic Design, Layout

Photoshop, Illustrator, InDesign

Video Editing, 2D Animation

Premiere, Audition, After Effects

Communication, Presentation

Chinese, English, Japanese

EXPERIENCE

Intern, Tencent, Shenzhen

Front-End Web Development

June 2019 – August 2019

Part of Tencent's client development team. Designed and implement UI/UX for web application, using Vue.js, NodeJS, Express.js.

Student Worker, USC School of Pharmacy

UI Designer, Front-End Web Development

July 2018 – Now

Wireframe and implement an online syllabus generating application for university faculties. (Material Design, JavaScript, django)

([Previews](#) / [Landing Page](#))

PROJECT

Co-founder, High Five Production

E-Board, Designer, Video Editor

November 2018 - Now

Founded a short-film/movie production club at USC. 20+ active members. Initiate film production and share production skills.

Co-founder, ISOTOPE Studio

*Front-End Web Development,
Poster Design, Video/Documentary Editing*

March 2015 – June 2017

Founded in Shenzhen Middle School, ISOTOPE Studio dedicates professional skills on digital arts to provide free/paid services for our surrounding communities.

Designed 20+ posters, produced 10+ video/documentaries.

<http://isotopestudio.cc>

Game Developer, Minecraft Server

Game development using Java

January 2016 - February 2018

Programmed and sold game plugins adding new features (skill system, auction system, and anti-cheating detection...) \$1000+ Income.

Minecraft Server API (Spigot API).