Yuxi Wang

Frontend Developer

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Profile

Experienced developer with a passion for reasearching and creating elegant solutions to complex problems. Skilled in UI programming, data visualization, and performance optimization, with over 7 years of experience building web applications. Proficient in JavaScript, React, and the Web platform. Committed to delivering exceptional user experiences.

Skills

Frameworks & Libraries

- React/Redux (5 yrs), WebComponents (2 yrs), Svelte (1 yr)
- Three.js (3 yrs), d3.js (1 yr), prosemirror (2 yrs)
- RxJS, SWR, Tailwindcss

Tools

- Git, Webpack, Rollup, Babel
- Vercel, Node.js, Express, MongoDB
- Jest, Cypress, React testing library, Github Actions

Languages

- JavaScript/TypeScript (8 yrs)
- HTML & CSS (8 yrs)
- C# (2 yrs)

Experience

Curvenote(YC)

May 2021 - Sep 2022 *Senior Software Developer*

As the first hire at Curvenote, I was entrusted with the task of building the core product from the ground up. I not only laid down frontend standards and best practices but also ventured into backend development. I successfully navigated development challenges in an ambiguous environment. Primarily, I honed my craft using TypeScript, React, and ProseMirror.

- Delivering innovative features and optimizing architecture for effective maintenance and functionality.
- Implemented full-stack features including OAuth integration, UI programming, and rich text editor functionalities.
- Boosted application performance, facilitating seamless usage with larger documents and broadening customer reach.
- Led end-to-end testing initiatives and contributed to monorepo migration for streamlined code maintenance and testing.

Seequent

June 2016 - May 2021 *Software Developer*

As an early team member, I initially focused on frontend UI development using WebComponents. Recognizing opportunities for improvement, I spearheaded a transition to a more robust React & Redux architecture. Subsequently, I joined the visualization team, where I was instrumental in overhauling the existing visualization library using TypeScript and Three.js. Throughout my tenure, I established coding standards for frontend development and served as a mentor to junior team members.

- Oversaw the maintenance and enhancement of a 3D data visualization library, improving rendering performance and visual presentation.
- Achieved significant performance increase by expanding renderable model size capacity, quadrupling frame rate for large data models, and reducing the First Input Delay.
- Developed and maintained features for data primitives including points, lines, and meshes.
- Led a comprehensive redesign of the frontend UI application, enhancing user experience, performance, and architecture.
- Engineered collaboration features and customized visualization widgets for an enhanced interactive user experience.
- Integrated various emerging technologies to enable architectural scalability alongside team growth.
- Provided mentorship and training to new team members.

ERWear - Agile Surface Engineering Lab

September 2015 - June 2016 *Researcher, Software Developer*

ERWear is my undergraduate research project. My responsibility was to design a system leveraging glass and wrist-based wearable technology to enhance emergency responders' situational awareness.

- Utilized IDEO methods for user feedback analysis and design refinement of a wearable tech-based emergency response system.
- Designed and developed functional prototype with glass and wrist based wearable hardware.
- Integrated wearable application with spatial-aware communication system.

SoD-Toolkit - Agile Surface Engineering Lab

June 2014 - June 2016 *Software Developer Intern, Research Assistant*

Developer and maintainer of SoD-Toolkit. A web based toolkit for interactively prototyping and developing multi-sensor, multi-device environments.

- Designed and developed node server with socket management, geometric computation, and real-time state control.
- Integrated toolkit with MS Kinect, Google Tango, Leap Motion, iBeacon, wearables, and mobile devices. Utilized client libraries and the hardware domain specific features.
- Developed and maintained client library in various platforms including C#, Obj-C, JavaScript, Android, and Unity.
- Designed and implemented 2D and 3D visualizer. Utilized html5 canvas and Unity to provide visual demonstration of server state in realtime.
- Designed and implemented multi-Kinect fusion technique which greatly expanded reach of spatial awareness tracking.

Education

Computer Science - University of Calgary

September 2012 - June 2016 *Bachelor's Degree*

Graduated from University of Calgary Bachelor of Science in Computer Science Internship Program.