Diyi Liu

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SKILLS

Web Development Skills: HTML, CSS/SASS/SCSS, JavaScript, jQuery, React.js, GIT/Bitbucket, Robot Framework, AWS
Design Software: Figma, GIMP, Adobe AfterEffect CC, Fusion 360

EDUCATION

The Cooper Union, Albert Nerken School of Engineering   New York, NY
Bachelors of Science in Engineering   May, 2019

WORK EXPERIENCES

Web Developer (Front-end Focused) , *Immersed Games*   **1/2022 - Present**
React, REST/GraphQL, HTML, CSS/SASS, JavaScript/jQuery, RobotFramework, Ruby on Rails

- Deliver and maintain important front-end features and UI for a game-based learning company to deliver supportive STEM education for elementary to middle school students.
- Participate in weekly planning meetings to provide estimates and feasibility suggestions for future projects.
- Debug existing features based on defect reports and provide hot-fixes to resolve customer facing issues.
- Improve user experience by implementing new functionalities such as on user-facing dashboard based on wireframes and requirement specifications , and renewing old features such as user authentication process.
- Maintain web-app by updating packages with NPM and YARN, and composing unit tests using Jest.js for existing React components, and E2E tests with Robot Framework.
- Participated in integration work with 3rd party platforms such as cross company collaboration project with American Student Assistance (a non-profit organization).
- Collaborate in an exceptional team of 7 in an Agile environment and coordinate with various teams on large company projects. Pair program with teammates to discuss and implement design solutions for customer facing features.
- Monitor web-app performance on Elastic Beanstalk/EC2, and endpoint performance on API Gateway.
- Participate in peer-review process and offer implementation suggestions.

Front-end Developer Intern , *Treehouse Strategy*   **6/2021 - 12/21**
React, APIs, HTML, CSS/SASS, JavaScript

- Modernize the front-end of a full-stack platform that automates document translation services provided by agencies.
- Develop responsive React components from scratch based on Figma design wireframes, and ensure pixel perfect implementation while delivering reusable markups.
- Develop complex features for components and data handling by coordinating with Back-end Developers to ensure correct data flow and API implementation. Debug existing components based on defect reports.
- Improve user experience by implementing features such as user registration and email built-in functionalities that streamlines user creation and order placement process.
- Collaborate with a team of 5 in an Agile environment and coordinate with various teams on company project. Pair program with teammate and resolving merge conflicts.

PROJECTS

"To Do List" - React, JavaScript, HTML, CSS, Figma   **10/2021**

- Built a To-Do list with features for adding new tasks, tracking ongoing tasks, and marking completed tasks by utilizing the browser's local storage.
- Designed and wire-framed the visual aesthetic using Figma.

"SMASH" - HTML, CSS, JavaScript, jQuery   **05/2018**

- Created a single page interactive web game with inspiration from Flappy Bird.
- Designed single and double player game mechanics with win/lose conditions.
- Implemented feature that allowed users to select difficulty levels.