

# Fan Song

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## Recent Projects

### **Full Stack Developer [Rails, ReactJS]**

**feedful.co** | [Live](#) • [GitHub](#)

*Single-page application of RSS feeds with minimalist interface.*

- ❑ Implemented RSS fetch and parse feature using Feedjira gem by building an HTTP response on the backend using jbuilder.
- ❑ Built a seamless UI with React-Modal, allowing users to navigate smoothly and read articles with ease.
- ❑ Implemented customized collections and favorites with redux, updating user's data through an AJAX request.
- ❑ Built user authentication validation framework with Bcrypt on the backend with Redux and Bootstrapping on frontend to protect privacy.

### **Front end Engineer [JavaScript]**

**CellularPaint** | [Live](#) • [GitHub](#)

*A paint game where use can interact with conway's game of life.*

- ❑ Integrated HTML5 Canvas with JavaScript, allowing game board to update automatically.
- ❑ Implemented paint functionality with jQuery, so that user can also paint the board with different brush colors and sizes.

### **Front End Engineer [ReactJS]**

**dota2widget** | [Live](#) • [Github](#)

*Chrome extension allowing user check and add favorite game streams*

- ❑ Integrated third-party APIs (Douyu, herostats.io) to fetch streams and game data, allowing user to view online channels.
- ❑ Implemented favorite streams feature using chrome localStorage, allowing users to check if their favorite is online.

## Skills

React	Ruby on Rails	Ruby	RSpec	Capybara	jQuery
Redux	Javascript	HTML5	CSS3	git	SQL

## Education

### **App Academy**

**Sep 2016-Dec 2016**

1000-hour Full Stack Web Development Course  
with <3% Acceptance Rate

San Francisco

### **University of Illinois at Urbana-Champaign**

**2014 - 2016**

Master of Science in Aerospace Engineering, GPA 3.9

Urbana, IL

- ❑ Modeled 3D flow with Fortran using Utexas Supercomputer, and improved the program With OpenMP, reducing computing time by 80%.
- ❑ Simulated 1000 particles transportation in driven cavity flow using Python.