Xirui Francis Yang

Software Engineer, 2017 University Graduate of UCSC

contact info

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languages

English fluent
Chinese native
Japanese JLPT N3

skills

proficient with

C++ (UE4, SFML, QT, Snort)
Javascript (NodeJS, Ionic,
ReactJS, jQuery)
REST, GraphQL
JSON-RPC, Socket.IO
HTML (Bootstrap, Foundation)
VCS (Github,Bitbucket,Gitlab)
Agile (Jira, Trello)
Unity3D (C#)

experienced with

Golang
PHP (Slim)
Linux/UNIX
SQL, GQL
GAE, AWS
Python (Django)
Java, Scala
socket programming
Network protocols
Cyber-security
UML (Visio)
Photoshop, InDesign
Reaper, Audacity
Game level design
Working internationally

education

09/2016 **M.Sc. University of California Santa Cruz (in progress)** California, US

09/2017 - Majored in Games and Playable Media of **Computational Media**;
- Studied game engineering, design, arts, audio and procedural generation;
- Researched **particles**, **noise**, **flocking** and **GA** using open source **C++** libraries.

09/2011 **B.Eng. Beijing University of Posts and Telecommunications** Beijing, China

07/2015 - Majored in **Network Engineering** of **Computer Science**;
- Developed several school projects, such as **Java** web spider, a DNS relay server, a simple compiler, Library Management System, GSM Network Traffic Analysis System;
- Graduation thesis:Research of Intrusion Prevention System based on **Snort**.

working experience

11/2015 **Web Develop Intern at TO-ON Kikaku Co.Ltd** Tokyo, Japan

02/2016 - Contributed lesson-time.com and its **mobile development**, a music education system for the National Piano Teachers' Association of Japan (PTNA) using **AJAX**, **RESTful APIs** and **Ionic** framework (wrapper above **AngularJS** and **Cordova**);
- Developed a server middleware independently using **Slim**, **ChartJS** and **Bootstrap** frameworks, which helps coworkers maintain the server without any tech knowledge;
- Visualized JSON data on **GAE Datastore NoSQL** and optimized 1000+ **GQL** reading within a second from 40 seconds using **Memcache** and **Golang**.

11/2014 **Test and Develop Intern at Nsfocus Inc.** Beijing, China

04/2015 - Contributed an internal data visualization middleware development using **Django**;
- Created a scripting method to test IPS devices under **Linux** for multiple **network protocols** and made **data analysis** of 7000+ rules using **Python**, **Regex**, Excel and Bugzilla in 3 days from previous manual testing in 2 weeks;
- Contributed IPS system development in **C++** and **XML**.

projects

06/2017 **Online Card Game Graduation Project (in progress, open source on my Gitlab)**

09/2017 - Used Socket.IO, NodeJS and Unity, developing on my own;
- Designed, developed and maintained a JSON-RPC API on Gitlab.

01/2017 **Tornado Tower Game - A VR platformer game on Oculus using Unreal Engine4**

06/2017 - Lead Programmer of Dizzy Slugs, contributed gameplay implementation such as traps, enemies, auto-save, audio, also in charge of Git and AWS management.

10/2016 **Hive Game - A 3D third-person VR hacking game on Oculus using Unity3D**

11/2016 - Designed and developed in a pair (Now known as **Ctrl Shift VR**);
- Implemented the core gameplay such as a CLI hacking system and characters' AI.

interests

languages, cooking, coding, anime, gaming, soccer, outdoor, volunteer, meetups, conferences