FRANCIS XIRUI YANG

izayacity@gmail.com | Tel : +1(346)732-8329 | https://izayacity.github.io

SUMMARY

A software engineer dedicating to building services with high performance and scalability under SOLID principles.

EXPERIENCE

Backend Engineer at **Hiretual**   06/2019 to 06/2021
- Delivered the entire backend services of a new job posting product from the ground up.
- Architected a BI warehouse, designed BI data schema and pipeline, and developed data logging and ingest services.
- Enabled requests tracing using AOP, filters, interceptors, customized annotations and configuration files.
- Improved backend infrastructure such as critical logging, distributed rate limiting and Slack alerts.
- Integrated with Google Indexing API, AWS SDKs, third-party job boards and 20+ ATS.
- Designed and developed a customized data mapping integration framework and systemized the ATS pulling process.
- Scaled the dev team in Beijing from 2 to 50+ people and maintained technical partnerships with global customers.
- (Java, Node.js, Golang, Python, gRPC, MySQL, Kafka, Presto, Hive, Parquet, AWS Lambda & X-Ray, SOAP)

Backend Engineer at **Happy Elements**   04/2018 to 06/2019
- Delivered gameplay APIs for the weekly online events of the Happy Fish game and a WeChat social mini game.
- Fixed production game data using JSP scripts, and developed tools for non-tech members to modify game data.
- Introduced REST APIs, https and message broker services into the old Java backend services.
- (Java, Guice, Protobuf, Redis, Memcache, MySQL, Rabbitmq, Maven, JSP, Test-driven development)

Gameplay Programmer at **Dizzy Slugs Studio**   11/2016 to 09/2017
- Implemented collision, particle systems, noise terrain, flocking and genetic algorithms in C++.
- Developed two VR games on Oculus, Hive(Unity3D) and Tornado Tower(UE4), both reported by media on E3 in LA.

Software Engineer Intern at **TOON KIKAKU**   11/2015 to 02/2016
- Developed product features of lesson-time.com and its mobile app, a piano education system.
- Enabled non-tech coworkers to monitor the database by developing an internal management application.
- Visualized the server usage using Bootstrap and optimized GQL reading using Memcache.

Software Engineer Intern at **NSFOCUS**   11/2014 to 05/2015
- Systematized the device reservation process by developing a lab management system using Python Django.
- Automated the security rule checking process using Python scripts, resulting in huge productivity improvement.

EDUCATION

M.SC: GAMES AND PLAYABLE MEDIA OF COMPUTATIONAL MEDIA   09/2017
University of California Santa Cruz

B.ENG: NETWORK ENGINEERING OF COMPUTER SCIENCE   06/2015
Beijing University of Posts and Telecommunications

SKILLS

Java, Golang, JavaScript, Python, HTML, Node.js, Spring Boot, Maven, gRPC, Protocol Buffers, RESTful APIs, Git, MySQL, Redis, Zookeeper, Kafka, Rabbitmq, Hadoop, Hive, Presto, Nginx, Prometheus, AWS, Linux, Docker

PERSONAL PROJECTS

- A menu system that calculates meal plans out of configuration files to help me and colleagues decide which meals to eat, considering cuisine diversity, nutrition and calory balance, and group discounts, around a target budget every day.
- A data harvester that collects stock data from a data vendor, for quant analysis and machine learning experiments.