

# Xirui (Francis) Yang

Tech and business savvy, proactive, detail oriented and responsible.  
*Backend Engineer* dedicated to building services and applications  
with extreme performance, scalability and consistency.

[izayacity@gmail.com](mailto:izayacity@gmail.com)  
<https://izayacity.github.io/>  
<https://github.com/izayacity/>  
<https://gitlab.com/izaya/>

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## WORK EXPERIENCE

### Hiretual

06/2019 – now

#### *Backend Engineer*

Beijing, China

- Developed and shipped the entire backend services from zero for the new job board product.
- Integrated with Google Indexing API, AWS go-sdk, ZipRecruiter, Indeed, Monster web-hooks, etc.
- Monitored server metrics and API rate limiting using Prometheus, Grafana and token bucket.
- Designed a new location service providing auto-complete and formatting.
- Mentored and managed interns; interviewed candidates; had meetings with US business partners.
- (Golang, Node.js, gRpc, Protocol Buffers, REST APIs, MySQL, Prometheus, Nginx, AWS)

### Happy Elements

04/2018 – 06/2019

#### *Backend Engineer*

Beijing, China

- Delivered APIs for the weekly online events of the Happy Fish game and a WeChat social mini game, driving almost half of the team income, and fixed online polluted game data by scripting.
- Automated the deployment process by developing tools for the engineering and product teams.
- Introduced REST APIs and Rabbitmq to the backend services.
- (Java, Guice, Guava, Protocol Buffers, Redis, Memcache, MySQL, TDD)

### TOON KIKAKU CO.,LTD

11/2015 – 02/2016

#### *Software Engineer Intern*

Tokyo, Japan

- Contributed to the development of [lesson-time.com](http://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 with Bootstrap and optimized GQL reading using Memcache.
- (PHP, JavaScript, Slim, Git, Ionic, Bootstrap, Google Cloud Datastore, Memcache, MySQL, RESTful APIs)

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## EDUCATION

### UNIVERSITY OF CALIFORNIA SANTA CRUZ

09/2016 - 09/2017

M.Sc. in Games and Playable Media of *Computational Media*

California, USA

### BEIJING UNIVERSITY OF POSTS AND TELECOMMUNICATIONS

09/2011 - 07/2015

B.Eng. in Network Engineering of *Computer Science*

Beijing, China

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## SKILLS

Java(Struts, JSP, Guice, Maven, Jenkins), Golang, JavaScript(ES6, Node.js), C#, gRpc, Protocol Buffers, RESTful APIs, GraphQL, Nginx, Prometheus, Unity, Unreal Engine, AWS, Google Cloud Platform, MySQL, Google Datastore, Linux, Docker, HTML/CSS(Semantic, Bootstrap), Memcache, Redis, MVC, Git, Agile

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