

Francis Xirui Yang

Tech and business savvy, proactive, detail oriented and responsible.

Software Engineer dedicated to building services and applications with high quality user experience.

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<https://izayacity.github.io/>

WORK EXPERIENCE

TO-ON KIKAKU CO.,LTD (株式会社東音企画)

11/2015 – 02/2016

Software Engineer Intern

Tokyo, Japan

- Contributed the development of lesson-time.com and its mobile app, a piano education system.
- Assisted non-tech coworkers to monitor the server by developing a backend middleware independently.
- Visualized server usage and optimized 1000+ SQL and GQL reading from 40s to <1s by Memcache.
- (PHP | JavaScript | Go | Slim | Ionic | Bootstrap | AJAX | GAE | Datastore | Memcache | MySQL | REST APIs)

NSFOCUS INC.

11/2014 – 04/2015

Software Development Engineer Intern in Test

Beijing, China

- Systematized device reservation process by developing a lab management system using Python Django.
- Created auto-test Python scripts instead of previous manually checking 7000+ rules for 2 weeks.
- Contributed IPS hardware test and development at data center and coordinated with 4 departments.
- (Python | Django | C++ | jQuery | HTML | Regex | Snort | Linux | VMware | Excel | Bugzilla | UML | SSH)

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

PROJECTS

Online Card Game (HearthStone-style, solo without support)

06/2017 - 08/2017

- Architected the tech stack and made weekly plans, reports, scrum (using Trello) and code refactoring.
- Designed and developed JSON-RPC APIs using Socket.io WebSocket and a jQuery networking testing tool that enabled continuous development instead of re-building 2 clients locally.
- Solved WebSocket communication, threading, runtime instantiation, coroutine challenges and deployed the server onto Docker container and AWS ECS cluster for scaling and enabling multiple game sessions.
- (NodeJS | ExpressJS | Unity C# | Socket.io | WebSocket | jQuery | Docker | AWS ECS | Agile)

Tornado Tower Game (VR Platformer on Oculus, exhibited on E3 2017)

01/2017 - 06/2017

- Made tech solutions, impacted team decisions and optimized dev processes resulting in the team's progress ahead of competitors in the program, as Lead Programmer of Dizzy Slugs, a team of 10+ people.
- Implemented gameplay such as traps, enemies, file data system, audio, etc, using Unreal Engine 4.
- Managed the team to use Git tools, led and ensured branch merging and maintained AWS Route53.

SKILLS AND INTERESTS

TECH: C++ | JavaScript | C# | PHP | Go | Java | Python | NodeJS | RESTful APIs | GraphQL | Unity | UE4 | Blockchain | AWS | Gcloud | SQL | NoSQL | Linux | Docker | HTML/CSS | Memcache | MVC | Git | Agile

LANGUAGES: English: Fluent | Chinese: Fluent | Japanese: Intermediate (with JLPT N3 Certificate)

INTERESTS: Tech | Business | Gaming | Anime | Soccer | Foreign Culture | Social Events | Outdoor

For more social links, demo videos, other projects, please check out <https://izayacity.github.io/>.