

# 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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## WORK EXPERIENCE

### TOON 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](http://lesson-time.com) and its mobile app, a piano education system.
- Enabled non-tech coworkers to monitor the database by developing an automation management system.
- Visualized the server usage and optimized 1000+ SQL and GQL reading from 40s to <1s by Memcache.
- (PHP, JavaScript, Go, Slim, Ionic, Bootstrap, AJAX, GCP, Datastore, Memcache, MySQL, REST APIs)

### NSFOCUS INC.

11/2014 – 04/2015

*Software Development Engineer Intern in Test*

Beijing, China

- Systematized the device reservation 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 the 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)

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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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## PROJECTS

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

06/2017 - 08/2017

- Designed the tech stack and made weekly plans, reports, scrum (using Trello) and code refactoring.
- Designed and developed JSON-RPC-style APIs using Socket.io WebSocket and a jQuery networking test tool that enabled continuous development instead of re-building 2 clients during development.
- 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.
- (Node.js, Express.js, 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 and optimized the development process 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 physics, traps, enemies, file system, audio, etc, using Unreal Engine 4.
- Tutored the team to use Git tools, led and ensured branch merging and maintained AWS Route53.

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## SKILLS AND INTERESTS

**TECH:** C++, JavaScript, C#, PHP, Golang, Java, Python, Node.js, RESTful APIs, GraphQL, Unity, UE4, Blockchain, AWS, GAE, SQL, NoSQL, Linux, Docker, HTML/CSS, Memcached, 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

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