Francis Xirui Yang

Software Engineer, 2017 University Graduate of UCSC

contact info

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Website (with demo):
https://izayacity.github.io

LinkedIn: izayacity
https://gitlab.com/izaya
https://github.com/izayacity

languages

English fluent
Chinese native
Japanese JLPT N3

skills

proficient with

C++ (UE4, SFML, QT, Snort)
Javascript (NodeJS, Ionic,
ReactJS, jQuery, ES6)
REST, GraphQL
JSON-RPC, Socket.IO
HTML (Bootstrap, Foundation)
VCS (GitHub,Bitbucket,GitLab)
Agile (Jira, Trello)
C#(Unity)

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.

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);
- Developed a server middleware independently which helps coworkers maintain the server without any tech knowledge;
- Visualized JSON data into charts; Optimized 1000+ **GQL** reading from 40s to <1s.
(**Google Cloud Platform | Datastore | Memcache | PHP | MySQL | Slim | JavaScript | Ionic | Swift | Bootstrap | AJAX | RESTful APIs | ChartJS | Golang**)

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

04/2015 - Contributed a management system development which improved devices usage;
- Created a scripting method to test IPS devices and made **data analysis** of 7000+ rules in 3 days from previous manual testing in 2 weeks;
- Contributed IPS system development and device testing at data center.
(**C++ | Python | Django | jQuery | Regex | XML | Linux | VMware | Snort | Network Protocols | Wireshark | Excel | Bugzilla | UML documentation | Cisco devices**)

projects

06/2017 **Online Card Game Graduation Project (on my own, open source on my GitLab)**

09/2017 - **Designed tech stack** and made weekly plan, report, **scrum(Trello)**, code review;
- Designed, developed and maintained a **JSON-RPC API** on **GitLab**;
(**NodeJS | ExpressJS | Unity C# | Socket.IO | jQuery**)

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 C#**

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

foreign culture | tech | business | anime | gaming | soccer | outdoor | social events