

Francis Yang

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

Software Engineer (2017 New Graduate) who dedicates to building services and applications that promote ultimate performance and user experience.

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WORK EXPERIENCE

TO-ON KIKAKU CO.,LTD

11/2015 – 02/2016

Web Develop Intern

Tokyo, Japan

- Contributed developing 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.
- Created charts of server usage and optimized 1000+ SQL and GQL reading from 40s to less than 1s.
- (GAE | Datastore | Memcache | PHP | MySQL | Slim | JavaScript | Ionic | Bootstrap | AJAX | REST APIs | Go)

NSFOCUS INC.

11/2014 – 04/2015

Test and Develop Intern

Beijing, China

- Systematized device reservation process by developing a lab management system using Python Django.
- Created scripts that made auto-analysis in stead of previous manually checking 7000+ rules for 2 weeks.
- Contributed IPS hardware test at data center and worked between 4 departments.
- (Python | Django | jQuery | Regex | C++ | Snort | Linux | VM | Protocols | Excel | Bugzilla | UML | SSH | Cisco)

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 reviews.
- Created [JSON-RPC APIs on GitLab](#) and a jQuery networking test tool that enabled continuous development in stead of re-building 2 clients locally.
- Handled threading, runtime instantiation, coroutine challenges and deployed the server onto Docker container and AWS ECS.
- (NodeJS | ExpressJS | Unity C# | Socket.IO | jQuery | Docker container | AWS)

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

01/2017 - 06/2017

- Lead Programmer of [Dizzy Slugs](#), a team of 10+ people.
- Developed gameplay such as traps, enemies, file data system, audio... using Unreal Engine 4.
- Managed the team to use Git tools, ensured branch merging correctly and maintained AWS Route53.
- Impacted team decisions and optimized processes resulting in the team's progress ahead of competitors.

SKILLS

TECH: C++ | JavaScript | C# | PHP | Golang | Java | Python | NodeJS | Ionic | RESTful APIs | GraphQL | Socket | Unity | Unreal Engine 4 | AWS | Google App Engine | SQL | NoSQL | Linux | Docker | Agile

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

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