Francis Xirui Yang

Software Engineer, 2017 University Graduate

contact info

3175 Bowers Ave,
Santa Clara, CA
95054, US
☎+1(669)264-9019

✉izayacity@gmail.com
http://izayacity.github.io

languages

Chinese native
English fluent
Japanese JLPT N3

skills

proficient with
C++ (UE4, SFML,
OpenGL, QT, Snort)
PHP (Slim)
Javascript
(Ionic, AngularJS)
C# (Unity3d)
HTML, CSS
Photoshop
Agile (Jira)
UML (Visio)

experienced with
Python (Django)
Golang
Java, Scala
SQL, GQL
Linux/UNIX
GAE, AWS
XML, JSON
RESTful APIs
socket programming
Network protocols
CCNA knowledge
Cyber-security
Wireshark
Latex

education

Sep 2016-	**M.Sc. University of California Santa Cruz (in progress)**	CA, US
Aug 2017	- Major in Games and Playable Media of Jack Baskin School Of Engineering - Studied game engineering, arts, audio, narration, business, and design. - Developed multiple 2D games using **SFML** and **OpenGL** in **C++**.	
Sep 2011-	**B.Eng. Beijing University of Posts and Telecommunications**	Beijing, China
Jul 2015	- Major in Network Engineering of Computer Science - Developed several networking, B/S and C/S architecture school projects, such as **Java** web spider, DNS relay server, a simple compiler, Library Management System, GSM Network Traffic Analysis System, etc. - Graduation thesis:Research of Intrusion Prevention System based on **Snort**.	

working experience

Nov 2015-	**Web Develop Intern at TO-ON Kikaku Co.Ltd**	Tokyo, Japan
Feb 2016	- Contributed lesson-time.com and its mobile development, a music education system for the National Piano Teachers' Association of Japan (PTNA) using **AJAX**, **RESTful APIs** and **Ionic** framework(**AngularJS**); - Developed an internal DBMS (Database Management System) independently using **Slim** and **Bootstrap** frameworks; - Visualized **JWT** data on **GAE Datastore** and optimized bulk **GQL** reading within a second using **Memcache** and **Golang**.	
Nov 2014–	**Test and Develop Intern at Nsfocus Inc.**	Beijing, China
Apr 2015	- Contributed an internal DBMS development using **Django** framework; - Tested bugs of IPS devices for multiple **network protocols** and made **data analysis** of 7000+ rules by **Python**, Excel and Bugzilla; - Contributed IPS system development in **C++**.	

projects

Jan 2017-	**Tornado Tower - A 3D third-person VR interactive platformer game on Oculus using Unreal Engine 4 (in progress)**
Aug 2017	- Lead Programmer of Dizzy Slugs, contributed level design and implementation, also in charge of **Git version control** and **AWS EC2** management.
Oct 2016-	**Hive - A 3D third-person VR hacking game on Oculus Rift using Unity3d**
Nov 2016	- Designed and developed in a pair; - Implemented the gameplay module, a CLI hacking system which could hack into cameras and control actor characters to move around by raycast.

interests

languages, cooking, programming, soccer, hiking, biking, photography, go, gaming, anime, Manchester United, Golden State Warriors