

Francis Xirui Yang

Software Engineer, 2017 University Graduate of UCSC

contact info

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

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<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 APIs
JSON-RPC, Socket.IO
HTML (Bootstrap, Foundation)
Git (GitHub, Bitbucket, GitLab)
Agile (Jira, Trello)
C#(Unity)

experienced with

Golang
PHP (Slim)
Linux/UNIX
AWS, Google App Engine
Docker Container
SQL, GQL
GraphQL
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 1. Majored in Games and Playable Media of **Computational Media**;
2. Studied game engineering, design, arts, audio and procedural generation;
3. 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 1. Majored in **Network Engineering** of **Computer Science**;
2. 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 1. Contributed lesson-time.com and its **mobile development**, a music education system for the National Piano Teachers' Association of Japan (PTNA);
2. Developed a server middleware independently which helps coworkers maintain the server without any tech knowledge;
3. 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 1. Contributed a management system development which improved devices usage;
2. 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;
3. 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 (HearthStone-like, open-source)**

08/2017 1. **Architected tech stack**; made weekly plan, report, **scrum(Trello)**, code review;
2. Designed, developed and maintained **JSON-RPC APIs** on **GitLab**;
3. Developed a **jQuery** networking test tool for continuous development without build;
4. Deployed the server onto **Docker container** and **AWS EC2 instance**;
5. Handled threading, runtime instantiation, corountine challenges.
(**NodeJS** | **ExpressJS** | **Unity C#** | **Socket.IO** | **jQuery** | **Docker** | **AWS**)

01/2017 **Tornado Tower Game - A VR platformer game on Oculus using Unreal Engine4**

06/2017 1. **Lead Programmer** of Dizzy Slugs, worked with a team of more than 10 people;
2. Contributed **gameplay implementation** such as traps, enemies, file data system, audio, also in charge of **Git** and **AWS** management.

interests

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

Written by **Latex**