

# 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.

[izayacity@gmail.com](mailto:izayacity@gmail.com)

<https://izayacity.github.io/>

<https://github.com/izayacity/>

<https://gitlab.com/izaya/>

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## WORK EXPERIENCE

### Happy Elements

04/2018 – now

#### Backend Engineer

Beijing, China

- Deliver the backend game services for the weekly online events of the Happy Fish game.
- Automate the deployment process by developing tools for the engineering and product teams.
- (Java, Guice/Guava, Struts, JSP, Maven, Jenkins, Redis, MySQL, MongoDB, ElasticSearch)

### 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 system.
- Visualized the server usage and optimized 1000+ GQL reading to less than 1s using Memcache.
- (PHP, JavaScript, Go, Slim, Git, Ionic, Bootstrap, Gcloud, Datastore, Memcache, MySQL, REST APIs)

### NSFOCUS INC.

11/2014 – 04/2015

#### Software Development Engineer Intern in Test

Beijing, China

- Systematized device reservation by developing a lab management system using Python Django.
- Made Python automation test scripts instead of manually checking 7000+ rules for 2 weeks previously.
- (Python, Django, 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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## SIDE PROJECTS

### Professional Social Networking App Project

12/2017 - 01/2018

- <https://github.com/izayacity/LinkedIn>; <https://github.com/izayacity/wantedly>
- (Golang, MySQL, JWT token, React.js, Redux, Semantic UI, Postman)

### Multiplayer Card Battle Game Graduation Solo Project (HearthStone-style)

06/2017 - 08/2017

- <https://gitlab.com/izaya/CardServer>; <https://gitlab.com/izaya/CardIO>
- Delivered playable features on a weekly basis, in charge of the entire development pipeline.
- (Node.js, Unity C#, Socket.io, WebSocket, jQuery, Docker, AWS ECS, Agile)

### Tornado Tower VR Game (Third-person Platformer, Unreal Engine)

01/2017 - 06/2017

- Lead programmer of the core dev team sponsored by Oculus. The game was exhibited on E3 2017 in LA.

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## SKILLS AND INTERESTS

**TECH:** Java(Struts, JSP, Guava, Maven, Jenkins), Golang, JavaScript(ES6, React.js, Node.js), C#, RESTful APIs, GraphQL, Protocol Buffers, Unity, UE4, AWS, Gcloud, SQL, NoSQL, Linux, Docker, HTML/CSS(Semantic, Bootstrap), Memcache, Redis, MVC, Git, Agile

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