Francis(Xi-Rui)Yang

Game developer and Full-Stack Web Developer, 2017 New Graduate

about

San Francisco
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github.com/izayacity

languages

Chinese native
English fluent
Japanese JLPT N3

programming

C++
(UE4, Cocos2d-x,
SFML, QT, Snort)
Javascript
(Bootstrap, Ionic)
PHP (Slim)
Python (Django)
Golang (GQL)
C# (Unity3d)
Linux
SQL
GAE, AWS
XML, JSON
RESTful APIs
HTML, CSS
Photoshop UI
Wireshark
Agile

universities

2016- **M.Sc. University of California Santa Cruz**   CA, US

2017 Majoring in *Games and Playable Media*
Studied *game programming*, *game arts*, *game design* and *audio design*.
Developed Connect4, Poker, Pong, Breakout, Asteroids by **C++** using **SFML**.

2011- **B.Eng. Beijing University of Posts and Telecommunications** Beijing, China

2015 Majoring in *Network Engineering* of *Computer Science*
Developed several *networking*, *B/S and C/S architecture* projects
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 Cooperated in developing *lesson-time.com* and *HTML5 mobile app* for *music education system* using **RESTful API** and **Ionic** framework(**AngularJS**);
Developed *database management system* independently using **Slim** and **Bootstrap** frameworks;
Visualized **JWT** data on **GAE Datastore** and optimized reading bulk **GQL** by **Memcache**.

Nov 2014– **IPS Hardware Test and Develop Intern at NSFOCUS**   Beijing, China

Apr 2015 Cooperated in developing *Lab Management System* on **Django** framework;
Reported bugs of *IPS devices* for all the **network protocols** and made **data analysis** of thousands of rules using **Python**, Excel and Bugzilla;
Cooperated in developing *IPS system* using **C++**.

projects

Jan 2017- **Tornado Tower - A 3D 3rd-person VR platformer game using Oculus Rift and Unreal Engine 4**

Aug 2017 Technical Director in a team of 4 people.

Oct 2016- **Hive - A 3D 3rd-person VR hacking game using Oculus Rift and Unity3d**

Nov 2016 Cooperated in design and development in a pair;
Developed a CLI hacking system which hacks into cameras and controls puppets to move by raycast.