

Xirui Francis Yang

Software Engineer, 2017 University Graduate of UCSC

contact info

Santa Clara, CA, US
☎+1(669)264-9019

✉izayacity@gmail.com
Site: <http://izayacity.github.io>

languages

English fluent
Chinese native
Japanese JLPT N3

skills

proficient with

C++ (UE4, SFML, QT, Snort)
Javascript
(NodeJS, Ionic, jQuery, AJAX)
PHP (Slim)
HTML (Bootstrap)
Git (Github, Bitbucket, Gitlab)
Agile (Jira, Trello)
UML (Visio)

experienced with

Golang
C# (Unity3D)
Linux/UNIX
Python (Django)
Java, Scala
SQL, GQL
GAE, AWS
REST, GraphQL, socketIO
socket programming
Network protocols
Cyber-security
Photoshop
Game level design
Working internationally

education

09/2016 **M.Sc. University of California Santa Cruz (in progress)**

California, US

09/2017 - Major in Games and Playable Media of **Computational Media**

- Studied game engineering, arts, audio, procedural generation and design.
- 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 - Major in **Network Engineering** of **Computer Science**

- Developed several **networking**, B/S and C/S architecture school projects, such as **Java** web spider, a 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

11/2015 **Web Develop Intern at TO-ON Kikaku Co.Ltd**

Tokyo, Japan

- 02/2016 - 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(wrapper of **AngularJS** and **Cordova**);
- Developed an internal DBMS (Database Management System) independently using **Slim** and **Bootstrap** frameworks;
 - Visualized JSON data on **GAE Datastore** and optimized 1000+ QPS **GQL** reading within a second using **Memcache** and **Golang**.

11/2014 **Test and Develop Intern at Nsfocus Inc.**

Beijing, China

- 04/2015 - 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

06/2017 **Online Card Game Graduation Project (in progress, updating on my website)**

09/2017 - Made with socketIO, NodeJS, PhaserJS, developing on my own.

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

06/2017 - Lead Programmer of Dizzy Slugs, contributed gameplay implementation like trap, enemy, auto-save, audio, also in charge of Git and AWS management.

10/2016 **Hive Game - A 3D third-person VR hacking game on Oculus using Unity3D**

- 11/2016 - Designed and developed in a pair (Now known as **Ctrl Shift VR**);
- Implemented the core gameplay like a CLI hacking system and characters' AI.

interests

languages, cooking, coding, anime, gaming, soccer, outdoor, volunteer, meetups