Francis Yang

Software Engineer, 2017 University Graduate

Tech and business savvy, proactive, detail oriented and responsible. Dedicate to building services and applications that promote ultimate performance and user experience.

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WORK EXPERIENCE

Test and Develop Intern
NSFOCUS Inc. ⊡

11/2014 – 04/2015   *Beijing, China*

Achievements/Tasks
- Systematized device reservation process by developing a lab management system using Python Django MVC framework.
- Created Python scripts that made auto-analysis in stead of previous manually checking 7000+ rules for 2 weeks.
- Contributed IPS test and development at data center.
- (Python | Django | jQuery | Regex | C++ | Snort | XML | Linux | VMware | Network Protocols | Excel | Bugzilla | UML | Cisco)

Web Develop Intern
TO-ON Kikaku Co.,Ltd. ⊡

11/2015 – 02/2016   *Tokyo, Japan*

Achievements/Tasks
- Contributed lesson-time.com and its mobile development, a piano education system for the National Piano Teachers' Association of Japan (PTNA). ⊡
- Assisted non-tech coworkers to monitor the server by developing a backend middleware independently.
- Created charts of server usage and optimized 1000+ SQL and GQL reading from 40s to less than 1s
- (Google Cloud Platform | Datastore | Memcache | PHP | MySQL | Slim | JavaScript | Ionic | Bootstrap | AJAX | RESTful APIs | Go)

EDUCATION

M.Sc in Games and Playable Media Major of Computational Media
University of California Santa Cruz ⊡

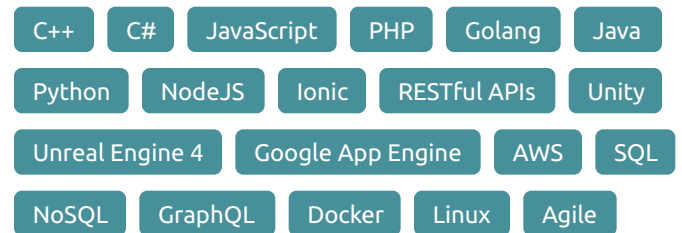*09/2016 – 09/2017*   *California, US*

B.Eng in Network Engineering Major of Computer Science
Beijing University of Posts and Telecommunications ⊡

09/2011 – 07/2015   *Beijing, China*

SKILLS

C++   C#   JavaScript   PHP   Golang   Java   Python   NodeJS   Ionic   RESTful APIs   Unity   Unreal Engine 4   Google App Engine   AWS   SQL   NoSQL   GraphQL   Docker   Linux   Agile

PERSONAL PROJECTS

Online Card Game (HearthStone-style, solo without support) (06/2017 – 08/2017) ⊡
- Architected the tech stack and made weekly plans, reports, scrum (using Trello) and code reviews.
- Created JSON-RPC APIs on GitLab and a jQuery networking test tool that enabled continuous development in stead of re-building 2 clients.
- Handled threading, runtime instantiation, coroutine challenges and deployed the server onto Docker container and AWS EC2 instance.
- (NodeJS | ExpressJS | Unity C# | Socket.IO | jQuery | Docker | AWS)

Tornado Tower Game (VR Platformer on Oculus, exhibited on E3 2017 in LA) (01/2017 – 06/2017) ⊡
- Lead Programmer of Dizzy Slugs, a team of 10+ people.
- Implemented gameplay features such as traps, enemies, file data system, audio... using Unreal Engine 4.
- Managed the team to use Git tools, ensured branch merging correctly and maintained AWS Route53.
- Impacted team decisions and optimized processes resulting in the team's progress ahead of competitors.

LANGUAGES

English   ● ● ● ● ●
Chinese   ● ● ● ● ●
Japanese ● ● ○ ○ ○

INTERESTS

Tech   Business   Gaming   Anime   Soccer
Foreign Culture   Social Events   Outdoor