

# Francis Xirui Yang

Software Engineer, 2017 University Graduate

## contact info

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## languages

Chinese native  
English fluent  
Japanese JLPT N3

## skills

**proficient with**  
C++ (UE4, SFML, QT, Snort)  
PHP (Slim)  
HTML (Bootstrap)  
Linux/UNIX  
Git (Github, Bitbucket, Gitlab)  
Agile (Jira, Trello)  
UML (Visio)

**experienced with**  
Golang  
Javascript  
(Ionic, jQuery, AJAX)  
C# (Unity3D)  
Python (Django)  
Java, Scala  
SQL, GQL  
GAE, AWS  
RESTful APIs  
socket programming  
Network protocols  
Cyber-security  
Photoshop

## education

- 09/2016 **M.Sc. University of California Santa Cruz (in progress)** California, US
- 08/2017 - Major in Games and Playable Media of Computational Media  
- Studied game engineering, arts, audio, procedural generation and design.  
- Researched **collision**, **particles** and **AI** 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(**AngularJS**);  
- 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

- 01/2017 **Tornado Tower - A VR platformer game on Oculus using Unreal Engine4**
- 06/2017 - Lead Programmer of Dizzy Slugs, contributed mechanic design and implementation, also in charge of **Git** and **AWS** management.
- 10/2016 **Hive - A 3D third-person VR hacking game on Oculus Rift using Unity3D**
- 11/2016 - Designed and developed in a pair;  
- Implemented the core gameplay, including a CLI hacking system and characters' AI behaviors

## interests

languages, cooking, programming, soccer, outdoor, photography, go, gaming, anime, Manchester United, Golden State Warriors, Robot Wars