

# 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)  
Agile (Jira)  
UML (Visio)

### experienced with

Javascript  
(Ionic, jQuery, AJAX)  
C# (Unity3d)  
Python (Django)  
Golang  
SQL, GQL  
GAE, AWS  
RESTful APIs  
socket programming  
Network protocols  
Cyber-security  
Photoshop

## education

- Sep 2016- **M.Sc. University of California Santa Cruz (in progress)** CA, US
- Aug 2017 - Major in Games and Playable Media of Jack Baskin School Of Engineering  
- Studied game engineering, arts, audio, procedural generation and design.  
- Developed 2D games using **SFML** and other open source libraries in **C++**.
- Sep 2011- **B.Eng. Beijing University of Posts and Telecommunications** Beijing, China
- Jul 2015 - Major in Network Engineering of Computer Science  
- Developed several networking, B/S and C/S architecture school projects, such as **Java** web spider, 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

- Nov 2015- **Web Develop Intern at TO-ON Kikaku Co.Ltd** Tokyo, Japan
- Feb 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 **JWT** data on **GAE Datastore** and optimized bulk **GQL** reading within a second using **Memcache** and **Golang**.
- Nov 2014- **Test and Develop Intern at Nsfocus Inc.** Beijing, China
- Apr 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

- Jan 2017- **Tornado Tower - A 3D third-person VR interactive platformer game on Oculus using Unreal Engine 4 (in progress)**
- Aug 2017 - Lead Programmer of Dizzy Slugs, contributed level design and implementation, also in charge of **Git version control** and **AWS** management.
- Oct 2016- **Hive - A 3D third-person VR hacking game on Oculus Rift using Unity3d**
- Nov 2016 - Designed and developed in a pair;  
- Implemented the gameplay module, a CLI hacking system which could hack into cameras and control actor characters to move around by raycast.

## interests

languages, cooking, programming, soccer, hiking, biking, photography, go, gaming, anime, Manchester United, Golden State Warriors