Jay Liu

Web & Mobile App Developer - a disciplined maker at heart

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 p-mob2015.github.io

Work Experience

React / Ruby on Rails Lead Engineer   Apr 2018 - Nov 2019

Simple.space (Space management for enterprises)

React, Ruby on Rails, React Native, SOLID principles, GraphQL, Firebase, React hooks, User training, Mentoring

- Re-written the front-end using React hooks and context API after version 16.8
- Took advantage of react-on-rails for the partial rendering of React components within Rails views
- Transformed flat-designed components to material-based using Material-UI
- Implemented 3 real-time features of the system using Firebase
- Suggested and led the efforts of `Float to Flexbox` layout transformation
- Written specs and ensured 95%+ test coverage for all Ruby on Rails modules and classes
- Applied SOLID principle as the Ruby on Rails design principle, mentored team members on it
- Documented the custom React components using Storybook
- Setup React Native code-base from the scratch
- Implemented GraphQL on top of the micro-services architecture, integrated with React Native app using Apollo
- Trained and pair-programmed with team members on React Native during the last 4 months
- Managed App Store and Google Play Store app submissions
- Conducted regular calls with the clients, trained 4 clients on the usage of the system

React / Ruby on Rails Engineer   Jul 2016 - Jan 2018

Airnest (Drone flight management portal)

Helped selling the business at a high value

- Developed a flight track player that resembles Youtube video player, with a lot of metrics and meters
- Developed flight area selection tool using Mapbox, available both in 2D and 3D
- Developed a parser module for drone flight log files in Ruby on Rails
- Envisioned and developed flight altitude meter component
- Designed and developed mobile counterparts using React Native
- Established mobile app distribution/deployment flow using Fabric
- Laid out React Native test automation system using Appium
- Enforced a solid debugging system using Reactotron, React Dev Tools and Performance Timeline
- Suggested and built a lite SPA version for demo purpose, used Ant design framework

Lead Developer   Sep 2014 - Jun 2016

Sigsense Technologies (Device monitoring dashboard)

Helped with the pitch deck and landing 2 rounds of venture funding

- Built the React / Redux front-end from the scratch
- Built the REST API using Ruby on Rails and PostgreSQL from the scratch
- Implemented 9 different types of data visualizations using D3 and Highcharts
- Envisioned and built Machine learning UI that analyses the patterns in device incidents
- Implemented micro-services architecture using Docker's containerization
- Established CI/CD pipeline using CircleCI
- Conducted a research on React SPA testing echo system and setup Jest & Cypress based unit & e2e testing

Jay is

Working hard & Passionate

Avid & Open Communicator

Creative & Innovative

Accepting to Challenges

Welcoming Constructive Criticism

Part of the Team & Team Culture

Self-initiator & Doer

Highly Disciplined

Skills

Javascript

10 years of experience

ReactJS

7 years of experience

Ruby on Rails

7 years of experience

React Native

4 years of experience

Certifications

Network Plus   CompTIA

Oracle Database SQL Certified Associate   Oracle

Business Writing
 ExpertRating Inc.

UML2 Professional
 Object Management Group

Business English Certificate Higher
 University of Cambridge

Ruby on Rails Developer, contractor   May 2014 - Aug 2014

Robot Riot (Online 3D fishing game engine)

Helped the gaming company increase the annual revenue by 8.9%

- Transformed old fishing tournament system to a more engaging one
- Took care of refactoring, test coverage and the error-proof migration of the DB
- Played a pivotal role in defining the technical specifications
- Suggested and exercised TDD for the development of the game engine
- Identified edge cases in game-play and implemented the best solutions
- Established a solid flow of unit testing on large sets of data
- Reduced beta test failures by 85%

Lead Developer   Apr 2008 - Oct 2013

Samsung Electronics

Started as an intern in the product development department of Samsung Electronics
Busan (Korea) branch, as a result of winning design in People electronics design contest.
Took 2 years to become a junior mobile applications engineer. In year 4, got elevated to the
role of lead developer overseeing a team of 7 web/mobile developers and 2 designers.

- Translated PSD designs into working UIs on Web and Android platforms
  Developed Single Page Applications using Object-Oriented Javascript, including
  KnockoutJS and jQuery
- Envisioned and led the development of iOS to Android one-tap files migration software
- Developed highly-visualised consumer behavioural patterns dashboard and reported
  directly to the department head
- Tested/troubleshooted software, embedded software used in wireless data networking
  for CDMA/LTE/5G phones, tablets, and wearables
- Worked in a team as well as independently and delivered on aggressive schedules and
  goals

Education

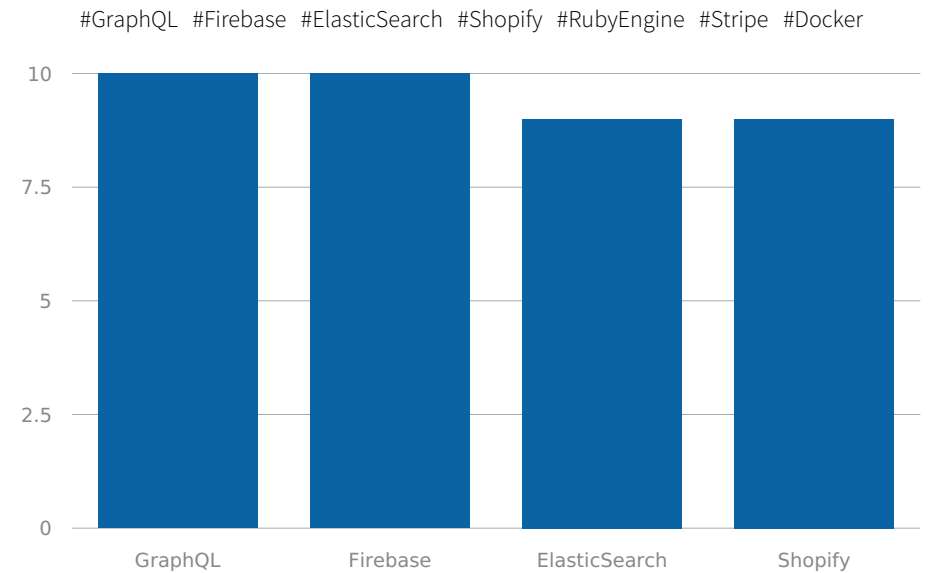Engineer's degree in Information Technology   2006 - 2008
NIIT Pune
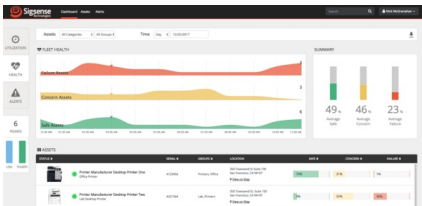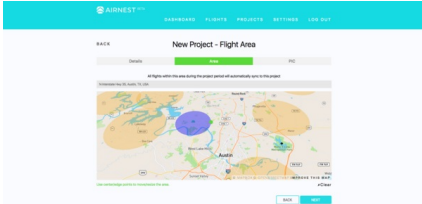
Bachelor's degree in Computer Engineering, A   2001 - 2005
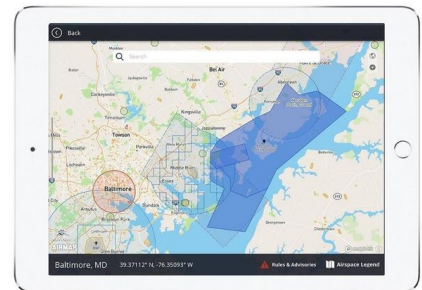Yonsei University

Other familiar technologies

#GraphQL #Firebase #ElasticSearch #Shopify #RubyEngine #Stripe #Docker

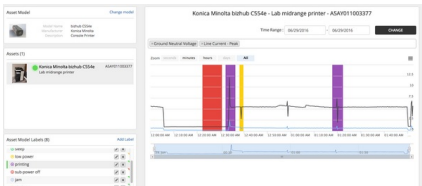## Quick peeks

Device monitoring dashboard

Flight area selection tool

Ground Control (React Native)

Flight track player

Mouse-enabled Interactive Highcharts

Volunteers

Friends of Nature   2017 - Present
Strive for College   2018 - Present