Jay Liu

Full-Stack Web Developer

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Work Experience

React / Node Developer (contractor)   Feb 2019 - June 2019
Project Map It

- Designed and developed review synchronization feature.
- Implemented new versions of map view and location details modal.
- Integrated Google, Facebook, and Zillow for review sync.
- Developed OAuth2 connectors in Node.
- Redesigned MongoDB models.
- Contributed to the conception of reviews sync flow for better UX.
- (trivia) Created a light-weight tabs component for proprietary usage.

Ruby on Rails / React Engineer   Feb 2018 - Jan 2019
Simple.Space

- Worked on different Ruby on Rails gems for user activities tracking.
- Utilized worker architecture using Sidekiq.
- Took advantage of React-on-rails for the partial rendering of React components within Rails views.
- Made use of HAML as the template engine.
- Successfully combined micro-services and Rails views in a single project.
- Written specs and ensured 85%+ test coverage for all Ruby on Rails modules and classes.
- Put design patterns and TDD into practice.

React / React Native / GraphQL Developer (contractor)   Feb 2018 - June 2018
Acuity Scheduling

- Wrote solid React code/architecture for a new SaaS branch of Acuity Scheduling.
- Integrated a React application with the GraphQL database using Apollo.
- Collaborated with the designer and back-end developer and suggested a few points that were accepted and implemented for improved user experience.
- Enhanced mobile app distribution/deployment flow using Fabric.
- Laid out React Native test automation system using Appium.
- Implemented highly complex render components and HOCs.
- Documented the custom React components using Storybook.

NodeJS Developer   Sep 2017 - Feb 2018
DigiPro, Inc.

- Supported the mobile application development with REST API using NodeJS and ExpressJS.
- Migrated a substantial MS SQL database to MongoDB.
- Developed solid authentication and access control model using PassportJS.
- Set up Microsoft Azure deployment utilizing Docker containers.

Ruby on Rails Developer (contractor)   May 2017 - Aug 2017
Robot Riot
(Online 3D fishing game engine)

- 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.

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
■■■■■■■■■■
9 years of experience

ReactJS
■■■■■■■■■■
6 years of experience

NodeJS
■■■■■■■■■□
6 years of experience

Ruby on Rails
■■■■■■■■■□
6 years of experience

React Native
■■■■■■■■■■
3 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

- Reduced beta test failures by 85%.
- Helped increase the annual revenue by 8.9%.

React / Ruby on Rails Engineer, React Native Lead   Jul 2016 - Aug 2017
Airnest (Measure.com)
- Developed a flight track player that resembles Youtube video player, but with a lot of metrics and meters.
- Developed flight area selection tool using Mapbox, available both in 2D and 3D.
- Developed parser module for drone flight log files in Ruby on Rails.
- Designed and developed mobile counterparts (Ground Control) using React Native
- Styled the whole UI/UX to be mobile-responsive.
- Envisioned and developed flight altitude meter component.
- Helped sell the business at a high value.

Lead Developer   Sep 2014 - Jun 2016
Sigsense Technologies
- Built the whole REST API using NodeJS and ExpressJS.
- Built the whole front-end using ReactJS and Redux.
- Implemented 9 different types of data visualizations using D3 and Highcharts.
- Envisioned and built Machine learning UI that analyzes the patterns in device incidents.
- Implemented Docker microservices architecture.
- Helped land 2 rounds of venture funding.

Education

Bachelor's degree in Computer Engineering, A   2001 - 2006
Tsinghua University

Testimonials

Project Map It was a client of Jay's. He is very proficient on NodeJS, ReactJS, and Javascript. Jay was a great collaborator and extremely easy to work with. We appreciated the work did for us and his updates to our software were great! I would def recommend Jay without hesitation.

~ Stephen Spence, Project Map It

Liu, I'm working on some of your flow code right now, and I just felt the need to say thanks! It's good code. Easy to work with, reusable. After working with some other people's code for a while and having to rewrite it because it didn't make sense it's a please to read through some of yours.
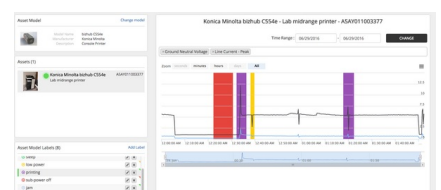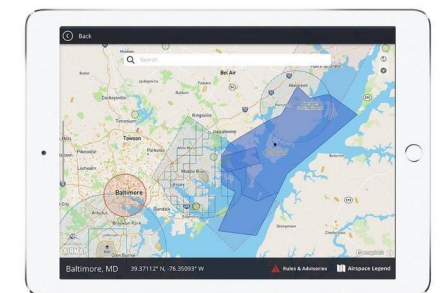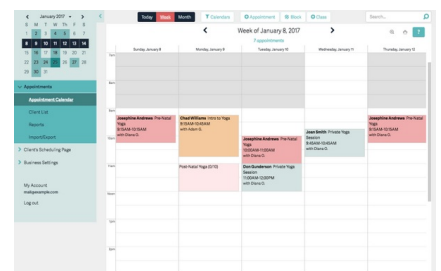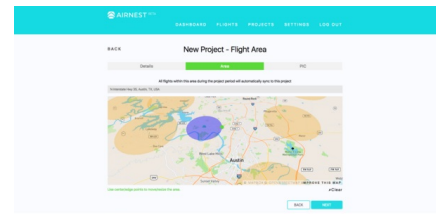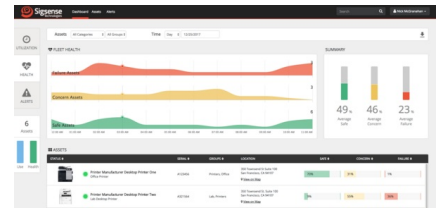
~ Brian Jenkins, Acuity Scheduling

It was an absolute pleasure working with Liu - rare to find such a skilled developer who exceed expectations on both communication and delivery of tasks with a good alignment and understanding of business requirements. We were continuously on the same page when it came to deliverables. There's no doubt we will continue to work with Liu on upcoming projects and feature-sets.

~ Raf Gouel, Simple.Space

I worked with Liu on a React Native project over the course of 14 weeks. Not only was Liu proficient in building the logic of the application, but he was able to match exactly the UI/UX of the existing web application. I can see that Liu has a deep, formal understanding of software development. He employed thoughtful techniques and was very thorough on the project.

~ Sebastian Stant, Strive for College

Quick peeks

Extra-professional experience

Volunteer   2017 - Present
Friends of Nature

Part-time Lecturer in Programming Languages   2010 - 2011
Teach for Malaysia