

# Jay Liu

Web & Mobile App Developer - a disciplined maker at heart

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[jay-liu-dev.github.io](https://github.com/jay-liu-dev)



## Work Experience

React / Ruby on Rails Lead Engineer

Apr 2018 - Dec 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 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

[Airstest \(Drone flight management portal\)](#)

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

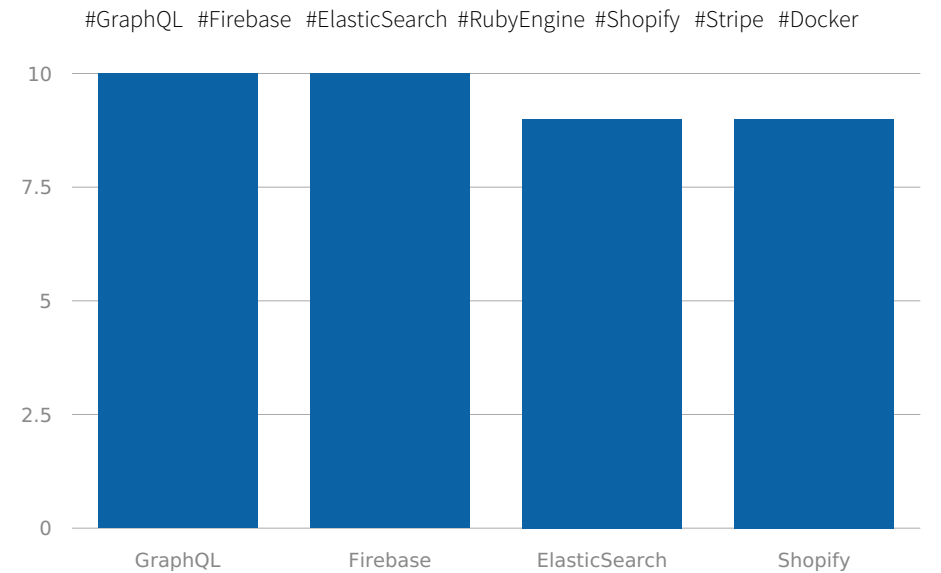
NIIT Pune

Bachelor's degree in Computer Engineering, A

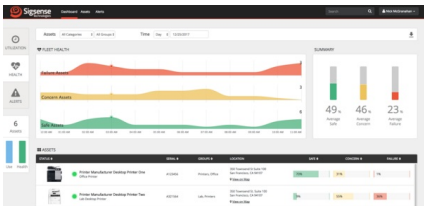
2001 - 2005

Yonsei University

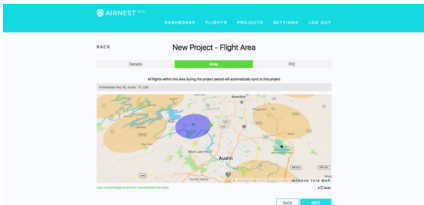
## Other familiar technologies



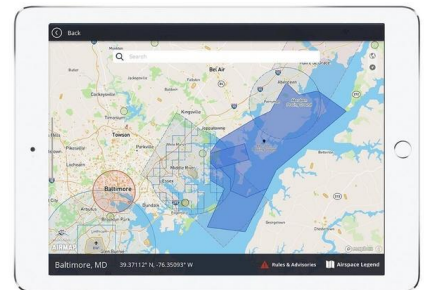
## Quick peeks



Device monitoring dashboard



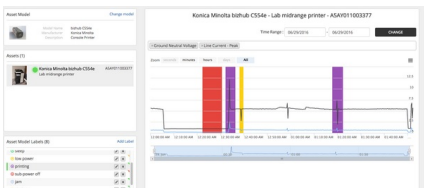
Flight area selection tool



Ground Control (React Native)



Flight track player



Mouse-enabled Interactive Highcharts

## Volunteers

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