

James Yong

Be the change you want to see in the world

Creative Developer

Being a visual driven creative developer, I've never hesitated to learn new skills and tools to make my web more beautiful, with an engineering background, understanding of math and physics not only help me dive deep into the web magic but also strengthen my problem solving skills.

Coding

Html

CSS

Javascript

Java

C++

Swift

Design



Tools

Git WebStorm iTerm Spine

Jira Trello

PROJECTS

Online CV
jamesyong42.com/CV

Feb.2016-Oct.2016 **Swift**

keypoint

An idea capturing app inspired by the UI design of the Beats Music app. It was on IOS platform and using Swift as coding language. The whole development focused on interaction designs.

Aug.2016-Oct.2016 **JavaSE JavaWEB MySQL MyBatis jQuery html/css/js Bootstrap**

君酒

A typical management website project. Developed both backend and frontend. During the development, successfully reduced backend code by 60% using design patterns.

Nov.2016-Dec.2016

C++ SCSS ES6 Vue webpack Bulma

mathlab

A final project for Numerical Methods course. Implemented a total of 32 major algorithms using C++, and presented result charts and graphs using web technology.

Jan.2017-Jun.2017

Node.js express mongoDB mongoose WebSocket JSON RESTfulAPI

艾瑞云

A realworld business web system. Developed frontend and a Node.js server as a middleware which communicates with a C++ backend server using WebSocket and offers RESTful API to the frontend.

Jan.2017-Mar.2018

CORS Passport CSRF multer sharp

vue trinity

A frontend backend seperated shopping website based on vue.js. It has three parts, client frontend, management frontend and a backend server.

Jan.2018-Mar.2018

Electron glob NeDB

matrix

A local movie manager software based on electron.js. Focusing on UI design and cool interactions.

Mar.2018-Jun.2018

Nuxt.js Apollo GraphQL API SVG0 SVGSprite WebGL Three.js

personal sites

Build my blog using nuxt.js, it is served as github pages, github GraphQL APIs are used to fetch certain github issues which are rendered into blog posts.

Build my personal website using nuxt.js as well, made a lot of cool visual effects, such as parallax scrolling, svg animations, webGL animations.

EDUCATION

Sep.2014-Jun.2018

UESTC

Undergraduate of Electronic Information Science and Technology

Research topic: Parallel successive over-relaxation(SOR) algorithm based on CUDA platform

Quick learner

I've learned pixi.js, GSAP, Aframe, shader, a lot about structures and a lot about installation skills since I joined Resn Shanghai in Aug 2018.

I've never hesitated to learn new things.

Problem solving

On the radar project, to solve the problem, firstly I used math instinct to figure out what kind of algorithms may needed, and then did researches on them to find out the best match for this problem, and then dived into those algorithms, implementing, debugging, getting each small parts done, and finally getting it together as a solution.

I've always enjoyed problem solving process.

Passion on details

The loading progress bar in KAR project was designed to be a hand-drawn line, so to keep the details I used SVG, and instead of simply moving it horizontally I used clipping to make it more like a drawing motion, and to avoid the straight cut on the right edge caused by clipping, I attached a round cap on the edge. Now it does look like drawing.

I've always believed that greatness lies in small details even only a few people will ever notice.

Responsibility

When the alpha mask video in the KAR project facing the compatibility issue in WeChat browser, I took up the responsibility to learn spine and redone animations frame by frame since it is the best way to do it.

I'm always willing to do what is necessary to get the job done right.



jamesyong42.com



me@jamesyong42.com



jamesyong



github.com/Sakilove



behance.net/jamesyong

EXPERIENCE

Aug.2018-

Resn Shanghai

Junior Creative Developer

Aug.21.2018-Sep.19.2018 Vue Pixi.js GSAP

Ant miniprogram



Big screen interactive experience

Set up a grid structure for the icons layout, and used vector math and physics to apply interactive effects on icons.

Sep.20.2018-Oct.18.2018 Vue GSAP SVG

YouTube b2bmap



Long page html5 experience

Helped layout all the pages and animated lots of small pieces like birds, airplane, windmill and so on.

Oct.20.2018-Oct.29.2018 Vue GSAP SVG

Adidas CIIE



Multi-screen interactive experience

Set up a pure css parallax structure, did all the layouts and animations, set up a multi-orientation multi-screen kiosk solution for final installation.

Nov.26.2018-Dec.14.2018 C++ OpenGL GLFW

Volvo radar



A tool to detect people using laser radar

A problem solving process. To group and simplify the raw point cloud data radar outputs, I used a cluster algorithm called BDSCAN, and then used filter algorithm to decrease the noise and make the results smoothly. At last, I used OpenGL to build a visual calibration program so it can be set up anywhere easily.

Nov.16.2018-Apr.12019 Vue GSAP Aframe three.js
WebGL shader canvas SVG

VisitCalifornia KAR



Most proud project, overcame compatibility issues on multiple browsers especially the WeChat browser, kept improving performance and loading experience and polishing small details till the end. Explored multiple solutions for animations to find the best one for each cases.

Aug.2018-

Installation

Ant Finance

Set up kiosk webview on android platforms and windows platforms, set up a socket server to control both tcp and udp servers which controls projectors and lights. Fixed compatibility issues on old platform like css clip and blend.

Adidas Alpha Edge

Helped set up Raspberry Pi video players, and helped cable managing with love.