

Jeff Liang

Authorized to work in the United States
Willing to relocate

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I am a software engineer who is currently working at a subsidiary of AT&T called Fullscreen, where primarily working on internal tools using javascript. 3 years of experience building web applications in JavaScript (React, Redux), HTML5, and CSS3. Prior to his recent three years spent working on front-end web development, he also spent three years as a mechanical engineer designing suspension components for Honda, where he gained substantial experience in 3D CAD design.

SKILLS

- ◆ JavaScript/ES6 (React, Redux, Three.js)
- ◆ CSS3 (Sass), Bootstrap
- ◆ HTML5
- ◆ Ruby on Rails
- ◆ Git
- ◆ AWS (ECS, CodePipeline)
- ◆ Jira
- ◆ 2D/3D CAD design, Catia

WORK EXPERIENCE

Software Engineer - Fullscreen, Los Angeles, CA

Aug 2019 - now

Implement awesome features on internal tools with PM, designers, backend team, and QA engineers.

❖ **FS Connect | Ruby on rails, React-Rails, Bootstrap**

Create a credential management tool to enable the data engineering team to retrieve YouTube analytics data via the Reporting API.

- Build UI components(forms, sortable tables) in Rails. Use React-Rails for state management on modal, table editing, etc.
- Write model, controller methods to update the business logic and pass the data to view files.
- Use git cherry-pick to expedite development process and git rebase to keep git history organized.
- Customize UI systematically by updating bootstrap variables instead of adding one off styling. Provide technical advice to designers for UI/UX design.
- Generate test cases, update dummy users for different testing scenarios with backend and QA engineers.

❖ **HUB | React, Redux, AVA/Cypress, Storybook**

Implement new features on an existing internal tool for influencer managers to create action items, track talent earnings, payments, and channel detail.

- Implement Restful APIs for new features with backend engineers.
- Build UI/UX components in React (dashboard, fix column tables), organize state in Redux.
- Writing unit tests, component tests in AVA and end to end tests in Cypress.
- Process bug reports from Honeybadger and release bug fixes.
- Refactor code to improve code maintainability. Create and re-use functions for similar blocks of code. Reduce remediation time from 2,203 hours to 1,446 hours(35%).

❖ **Creator Platform | Rails, Angular**

A consumer-facing product for influencers to track their earnings, update personal(payment) information, and provide access to awesome tools to improve their videos/post.

- Migrated an angular tool into Rails land. Handle UI behavior in vanillaJS.
- Generated migration files to update database schema.
- Work with designers for UI design. Provide technical feedback for dryer, reusable components.
- Using AWS ecs tools to update testing cases data on the feature environment database to expedite verification process.

Software Engineer - KLA, San Jose, CA

Sep 2018 - Aug 2019

Develop, engage and promote global enterprise solutions leading the way with innovations which meet the business' needs.

❖ **Unified Issue Tracker | React(hooks), ANTD, Sharepoint API**

Created a web tool for stakeholders to easily track and assign action items.

- Integrated product issue data from 3 different sources to Sharepoint List.
- Worked agility with stakeholders for UI implementation.
- Used React hooks for UI component state management.
- Built email notification feature in Microsoft-Flow.
- Worked on web accessibility across browsers include IE.

Mechanical Engineer - FTech R&D NA, Troy, Ohio

Jun 2016 - Sep 2017

Developed Honda CRV 2018 and Acura MDX 2020 suspension parts from prototype validation to mass production. Applied **object-oriented** design to lower the development cost near 50%.

Mechanical Engineer - Trouve, Taipei, Taiwan

May 2015 - Agu 2015

Designed powertrain components for an EV prototype. Work with control and battery teams for vehicle layout design, and strength/durability simulation.

Mechanical Engineer - Honda of America Manufacturing, Anna, Ohio

Jun 2014 - Apr 2015

Designed jigs and fixtures to improve production line ergonomic, efficiency, quality, and cost. Applied modular design to lower the development and maintainability cost.

EDUCATION

App Academy Full,stack web development bootcamp

Feb 2018 - May 2018

Wright State University MS - Mechanical Engineering

Class of 2016