

Joe Xiyang Lu

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Skills

JavaScript, React, Hooks, Context API, Redux, HTML, CSS, Material-UI, Ruby, Rails, Mongoose, MongoDB, Node.js, Express.js, Three.js, PostgreSQL, Hasura GraphQL API, Docker, Webpack, jQuery, AWS S3, R, Python.

Experience

Software Engineer | August 2020 - Present | Remote

Hi Right Now

- Develop [HRN's front-end user interfaces](#) from designs, add new features to existing functionality, and maintain legacy code with bug fixes.
- Work closely with the UX team to refactor and update the HRN platform from conception to launch, then iterate and test new features.
- Proactively and Clearly communicate with CTO, frontend lead, and other teams to resolve questions and solve problems.

Software Intern | June 2018 - August 2018 | San Ramon, CA

Data Jaguar

- Built an automated feature for Data Jaguar's NoSQL database in Shell Scripting to recognize data types in CSV files and optimize the data entry speed.
- Introduced to SQL and NoSQL database to proficiently input and output data from the Data Jaguar's database.

Projects

CopX

[live site](#) | [github](#)

React / Redux, Ruby on Rails, PostgreSQL, HTML / CSS, AWS S3, Heroku

Clone of StockX.com, a single-page, e-commerce application that allows users to browse through and shop sneakers.

- Managed sneaker items and following CRUD through custom transactional database operations using Active Record and PostgreSQL.
- Configured AWS and Rails to image attachment for the quick transfer of assets needed for loading website content.
- Employed JBuilder to shape backend API endpoints, fetching appropriate data through the Redux in order to efficiently render sneakers and purchase history for users.
- Built search feature to find by user input and dynamically query on the database to enhance user guidance.

TestZoo

[live site](#) | [github](#)

Node.js, MongoDB, Mongoose, Express.js, React

A quiz platform allows users to create quizzes, customize questions/answers, and test on quizzes created by others.

- Built and custom-designed UI using React and Javascript for the user to build tests, pose questions/answers.
- Updated user's game performance via Axios requests then Express routes in the backend and simultaneously display the player's current score.
- Encrypted user details via the JSON Web Token library to be sent over HTTP using Axios to be decrypted via the JWT library on the frontend, in order to secure user's credentials.

FindDiamond

[live site](#) | [github](#)

JavaScript, jQuery, Three.js, Physijs

A 3D maze game inspired by Minecraft

- Engineered collision and physical behaviors of moving-object using vanilla Javascript and Physijs library for more dynamic and interactive gameplay.
- Built a 3-dimensional game space by implementing geometries in the Three.js library for a richer gameplay experience.
- Incorporated Javascript event listeners for use of mouse click and movements to control the game.

Education

App Academy | 2019 - 2020 | San Francisco, CA

Software Engineering Certificate, Immersive course with a focus on full-stack web development

University of California, Davis | 2015 - 2019 | Davis, CA

BS Applied Statistics, Related coursework: Data Analysis and Science(Python/R), Programming and Problem Solving(C), Software Developing and Object-Oriented Programming(C++)