

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 - October 2020 | 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 (Figma) 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 backend data Create, Read, Update, Delete through custom transactional database operations using Active Record ORM and PostgreSQL RDBMS.
- Configured AWS S3 and Rails to image attachment for the quick transfer of assets needed for loading website content.
- Employed JBuilder to render JSON responses from backend APIs, fetching appropriate data into Redux store in order to efficiently render sneakers info and user info, and encourage good React architecture.
- 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 (Score) via Axios requests then Express routes in the backend and simultaneously display the player's current score in the frontend.
- Applied JWT to users and allow users to access protected resources with verified credentials, in order to secure both clients and server.

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

Web/Software Development Certificate, Related coursework: Full-stack Web Development(Ruby, Rails, JavaScript, Node.js, Express, React, Redux, HTML/CSS), Data Structures and Algorithms

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++)