Joe Xiyang Lu

925-997-4863   joe.luxiyang@gmail.com   Portfolio   LinkedIn   Github   San Francisco, CA

SKILLS:

Languages: **JavaScript, Ruby, HTML/CSS, R, Python**
Libraries/Frameworks: **React/Redux, Ruby on Rails, Express.js, Mongoose, Three.js**
Database: **PostgreSQL, MongoDB**
Others: **Node.js, AWS S3, Git, Heroku, Postman**

EDUCATION:

App Academy - An immersive 1000+ hour full-stack software development course with <3% acceptance rate   2020
University Of California, Davis - *BS Applied Statistics*   *2019*

PROJECTS:

CopX   *React/Redux, Ruby on Rails, PostgreSQL, HTML/CSS3, AWS, Heroku*   Live | Github
Clone of StockX.com, a single-page, e-commerce application that allows users to browse through and shop sneakers.
- Built search feature to find by user input and dynamically query on the database to enhances user guidance.
- 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.

TestZoo   *MongoDB, Express.js, React.js, Node.js*   Live | Github
MERN-stack quiz-making web platform where users are able to create quizzes, customize questions and answers, and test themselves on quizzes already created by other users.
- 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   *Three.js, Physijs, jQuery*   Live | Github
A 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 richer gameplay experience.
- Incorporated Javascript event listeners for use of mouse click and movements to control the game.

Gun Violence Analysis   *Python, Pandas*, Matplotlib, Word Cloud Package   Spring, 2019
A data analysis study about gun violence in the Bay Area
- Web-scraped the raw data integrated from gunviolencearchive.org API.
- Tidied the raw data using the Pandas lib in order to pass cleaned data into statistical models for results.
- Leveraged Matpoltlib and Word Cloud to make interactive data visualizations that quickly shows relationships between factors and results for audiences.

EXPERIENCE:

Summer Software Intern
Data Jaguar   Jun 2018 - Aug 2018
- 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.