

Haifeng Yang

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WORKING EXPERIENCE

Development & Operation

Yihua Bonar Yarns & Fabrics Co., Ltd.

Full stack developer / Maintenance

01/2022 – Present

- Database maintenance, Network maintenance, Company web page design
- Create wechat public page for information broadcasting, increase the convenience of information distribution
- Create mobile application for employee education purpose, simplify the education and testing progress, saving the time for safety education
- Future work includes improving the inspection machine using the scanning data, simplifying and automating the producing and business progress

Java Developer

Wuhan Shenlan digital Technology

01/2021 – 06/2021

- Digital twin cyber-physical system building using data from multiple infrastructure
- Backend business logic. Traveled different places to do data synchronization.

ADDITIONAL EXPERIENCE

Graphics Development

04/2020 – Present

Self-Development

- Learned real time rendering pipeline and foundation of shader using WebGL in university Graphics course
- Self-learned the framework of game engine using textbooks and online resources
- Built render engine with graphics API with OpenGL, Vulkan. Gained in-depth knowledge of modern Graphics pipeline
- Built offline renderer using raytracing

Music Learning & Production

03/2021 – 10/2021

Self-Production

- Learned the basic music theory courses in university
- Explored digital working stations, genres of digital music, sound design and how to work with various kinds of plugins

PROJECT EXPERIENCE

Android Application

09/2018 – 12/2018

Developer

Department of Computer Science & Engineering, OSU

- Three team members brainstormed and designed a mobile social application. The goal is to help students to choose locations on map for the meeting; Functions include adding friends, creating groups, voting
- Learned with Android application lifecycle, recycle list, animation, benchmark and optimization tools

Mario 2D Game Development

08/2017 – 12/2017

Developer

Department of Computer Science & Engineering, OSU

- Five members designed and remake the Mario game written in C# with MonoGame
- Responsible for object creation, animation, collision detection, level design
- Applied design patterns of factory pattern, state pattern, design pattern
- Agile development process. Get familiar with the software lifecycle and software development lifecycle.

Web App Development

07/2019 – 12/2019

Capstone project, developer, Code design, Project Manager

Department of Computer Science & Engineering, OSU

- Three team members worked for EngageHealth, Ohio
- The application is used to record of body condition for breast cancer survivors and make suggestions for their condition

RELEVANT SKILLS

Programming language: C++, Java, C#, Lua, JavaScript, Python