Yifan Zhou

Seeking full time software engineer position in backend development.

👤 Info

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🏆 Individual Award

- USF Academic Scholarship (2018 Fall)
- USF Best Project (2018 - 2019)
- USF Academic Scholarship (2018 Spring)
- USF Academic Scholarship (2017 Fall)
- USF Admission Scholarship (2017)

📖 Education

MS: University of San Francisco

- Computer Science(Aug. 2017 - June. 2019)
- GPA: 3.92/4.0
- Related Courses: Software Development Principles, Algorithms, System Architecture, Distributed System Development, Big data, Database principles, Machine Learning

BS: Cal State University East bay

- Computer Science(Sept. 2012 - June. 2016)
- GPA: 3.32/4.0
- Related Courses: Data Structure, Intro System Programming, Data Communication & Network, Compiler Design, Website Development, etc.

☆ Skill

Python

html/css

Java

AI

🌸 Summary

- Fast learner. Able to read, grasp and apply theoretical and industry knowledge into practice and projects quickly
- Experience with Data flow diagrams, Data dictionary, Database normalization theory techniques, Entity relation modeling with design techniques
- 3 years of industry experiences working in web development projects
- Strong work ethics. Highly committed to responsibilities. Team player.

💼 Professional Experience

Java Developer, 09/2019-Now, Electronic Arts Digital Platform, Shanghai

Electronic Arts (EA) is now the world's premier producer and publisher of interactive entertainment software. I'am in the Lockbox team at EADP in Shanghai and has been engaged in back-end development for two years. The team is mainly responsible for the payment flow for game purchases, memberships, gift, etc on the PC platform.

- **2021.7 ~ Now** Design and develop payment methods (Dana, GoPay, LinePay, Toss) in Indonesia, Japan and other countries. Integrated these payment method with the operator (Boku)
- **2021.3 ~ 2021.6** Design and develop Spring-based RESTful API. In order to realize the increase of the query for the user group, modify, delete, and store data in database shards, optimizing the efficiency of database read and write. (Java + MySQL)
- **2021.1 ~ 2021.3** Accessibility Support for the website. To minimize the company's exposure to Americans with Disabilities Act (ADA) legal action insurance, as well as improving usability and satisfaction for all partners, the payment flow has been optimized to support accessibility. (JS)
- **2020.6 ~ 2020.9** Design and develop the Player Settings project to achieve the requirements of centralizing all partner settings. Partners by using the protobuf template makes it easier to add new settings for different purposes, greatly improving flexibility. (Scala + Liquibase + Cassandra)

IT Specialist, 06/2016-08/2017, ASUS, Fremont, CA

Engaged in full-stack development for 1 year and 3 months in ASUS IT department. Mainly responsible for updating and maintaining ROG webpage (a sub-brand of ASUS), back-end development, database maintenance and analytics.

- Developed and maintained ASUS ROG North America official website by using React.
- Introduced SQL Stored Procedure to do data import and analyse from SQL server with approximately 10,000 items per week.
- Implemented REST endpoints support of CRUD operations for React frontend in Spring Boot.
- Programmed SQL Server database connector by using JDBC in Spring Boot backend. Updated and optimized SQL statements to speed up queries.

Web Developer, 06/2014 – 08/2016, GetEdu, Inc., Redwood City

GetEdu is an online education startup specialized in English certificate training. Including SAT, TOEFL, IELTS and etc. Responsible for the development of the company's website.

- Involved static web hosting in Ruby on Rails (RoR) hosts static web pages generated by React to avoid cross-domain resource sharing (CORS) issue.
- Introduced wistia.com as video hosting server. Connected the server with RoR backend by using Wistia developer API.
- Deployed the application to AWS Beanstalk.
- Stored course reviews and teacher reviews in AWS DynamoDB.

📋 Project

2021.7 ~ Now Design and develop payment methods (Dana, GoPay, LinePay, Toss) in Indonesia, Japan and other countries. Integrated these payment method with the operator (Boku)

- Investigate the API through the documentation. Communicate with the Boku team and design a reasonable and efficient payment method for the existing EA payment flows.

- Integrate with Boku operator to backend commerce service

- Design and add Boku emulators for local and Integration environment testing.

- Add test methods, including various checkout flows (games, subscriptions, gifts, pre-orders, refunds).

- Add new payment method UI to the front-end (website of Origin).

2021.3 ~ 2021.6 Design and develop Spring-based RESTful API. In order to realize the increase of the query for the user group, modify, delete, and store data in database shards, optimizing the efficiency of database read and write. (Java + MySQL)

- Design MySQL table and its sharding logic.

- Add Spring-based API to realize the complete business logic process.

2021.1 ~ 2021.3 Accessibility Support for the website. To minimize the company's exposure to Americans with Disabilities Act (ADA) legal action insurance, as well as improving usability and satisfaction for all partners, the payment flow has been optimized to support accessibility. (JS)

- Full keyboard navigation and interaction

- Support screen readers

- Redesign and make the general architecture and hierarchy of the page clear and meaningful to all users

2020.6 ~ 2020.9 Design and develop the Player Settings project to achieve the requirements of centralizing all partner settings. Partner by using the protobuf template makes it easier to add new settings for different purposes, greatly improving flexibility. (Scala + Liquibase + Cassandra)

- The service supports both REST and gRPC entry.

- Use Cache storage to optimize service efficiency (Redis)