Y I N M E I

Front end Developer

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github:https://github.com/yinmay

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EXPERIENCE **nZone Media (Montreal)**, Front end *2016.11 -2017.11*

Developing responsive websites by using HTML/HTML5, CSS/CSS3,

JavaScript, Ajax, jQuery, Bootstrap.Ensured all code was validated

by JSHint/JSLint and the W3C.Using CSS media queries for mobile

responsiveness.Tested front-end code in multiple browsers to ensure

cross-browser compatability.

**ECvictor (Montreal)**, Front end/Web integrator  *2016.03 - 2016.08*

In charge of user interfact design for web and mobile, icon design,

adv banners, branding and promotional Materials.

**Ksudi (Shanghai)**, UI/Graphic Designer  *2014.09 - 2015.03*

User interface for web and mobile, logo design, banner design

Working closely with developers and testers.

EDUCATION **R.T.C. Computer Graphics (D.E.P.)** *(2012.11-2014.04)*

Main courses: Ad design, Logo design, packaging design, page

layout,photo retouching, creating mock-ups and presentations for

packagings.

**Bachelor degree major in Fashion design** *(2012.11-2014.04)*

Shanghai University of Science and Engineering Fashion Design

SKILLSHTML&CSS Coding Javascript & jQuary Coding React & Redux

Git, Bootstrap Webpack Sass & Less

1 Familiar with Git, Sublime and other front-end tools. Also I have

some knowledge of React and Redux. Using tools like AntDesign

UI, create-react-app frame and so on.

2 Familiar with the HTML (5) / CSS (3), master floating, positioning,

box model, BFC and othe r CSS core concepts, master the common layout of the code readability, and have a certain understanding of CSS compatibility.

3 Proficient in framework, Bootstrap. Using the framework to change

the page style and customize it. Understand the responsive web

design by using the media query, fluid grids， flex and so on.

4 Familiar with the use of native JavaScript, master the event model,

DOM operations, Ajax, JSONP, cross-domain, closure and other related concepts and the use of the principle.

5 Skilled use of jQuery to develop common pages, and packaging

jQuery plug-in library.

6 Familiar with JS object-oriented programming approach, and have

a good knowledge of the prototype, the prototype chain; have a good understanding of the commonly used design patterns;have

some experience in code packaging. Encapsulated Back to Top,

Carousel, CSS3 Carousel, Lazy Load, Waterfall Streams, and

other JS components.

PROJECT **Personal webpage**

1 Use HTML & CSS to create the webpage. ( including CSS media

queries for mobile responsiveness, CSS animation for the dynamic effects, CSS font-face to implement some special fonts)

2 Tested front-end code in multiple browsers to ensure crossbrowser

compatability. The project uses JQuery to manipulate DOM elements.

**Data-driven-app**

1This is an app build with react native which lists a lot of items. Each

item has an image, a title, description and so on. We can get more information by clicking them. This app also support for searching items.

Please go to: <https://github.com/yinmay/data-driven-app>

**React todolist**

1 This is a todolist built with react. Adding some extra functions like: delete button, auto focus on the input tag, store the items at the lo calstorage and so on.

Please go to:<https://github.com/yinmay/todolist>

**Timer**

1 Using the native Javascript and css to create a timer that countdown two minutes.

Please go to:<https://yinmay.github.io/personalresume/timer/timer.html>

**Sinanews Project**

1 At the bottom of the page to set up a span ( and set the property of this span visibility), when I can not see it, loading the data (AJAX sent to the background), then add the data to the page, and use the waterfall layout to put all the elements in order. By using the Defered method in jQuary to let the picture completely loaded.

Please go to:<https://yinmay.github.io/oldresume/lazy.html>

**CSS3 Carousel**

1 Use CSS3 animation to produce a dissolve effect of the image carousel. Just located the image and confirmed the timeline of

dissolve effect by animation in CSS3. Make sure each picture's

play time and how much time to complete a cycle.

Please go to: <https://yinmay.github.io/oldresume/css3.html>