

Yaorui Zhang

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EDUCATION

- **Dartmouth College, Computer Science / Digital Art** Sep. 2019 – June 2021
Master of Science, Department of Computer Science; Graduated in June 2021 Hanover, New Hampshire
- **Zhejiang University, Digital Media Technology** Aug. 2015 – June 2019
Bachelor of Engineering, College of Computer Science and Technology; Hangzhou, China
 - **Grade:** Overall GPA: 3.85 / 4.0. Major GPA: 3.95 / 4.0

PROFESSIONAL EXPERIENCE

- **Front-end Engineer** July. 2021 - Present
Creator Front-end, TikTok San Jose, CA
 - Migrated TikTok Video Analytics page (a page runs inside TikTok with 3M DAU) from React to Lynx (light-weighted React Native) as well as improved the user experience by utilize some native interactions, which reduced page LCP by 58% and increased the retention rate.
 - Drove the front-end development of 2 major upgrades for TikTok creation inspiration page, as well as the tech stack migration, leading to a 61% LCP reduction and a higher DAU.
 - Took response of the MVP global launch and maintenance of TikTok Creator Center Web, where we provided a web platform for creators to manage their video and interaction data; Led the development of the comment management module. The DAU of the page has reached 450K within 3 months.
 - As the front-end tech owner, led an FE team of 3 to develop the TikTok Stickers web page from scratch using TypeScript, React, and WebPack5 to allow users to create customized sticker sets.
- **Front-end Engineer internship** Sep. 2020 - Dec. 2020
IES (Interactive Entertainment Social) Front-end, ByteDance Shanghai, China
 - Participated in the development and maintenance of Douyin Open Platform and Creator Platform using React
 - Developed templates to display usage examples (config with JSON); Used local storage to improve performance
 - Used Ant Design to create forms of an information editing and a feedback page; Used ECharts to create graphs for a quota usage page

PERSONAL PROJECTS

- **A Chrome extension to manage tabs(2ManyTabz), Teamwork** May 2020 - June 2020
 - Implemented the UI of the popup page using React; Data is stored in the background and managed with Redux
 - Read and managed tabs through the Tabs API provided by Chrome, calling from the background page
 - Developed API of the server using Express & MongoDB; respond to frontend requests and modify users' favorites
- **A web-based painting tool, Individual Work** May 2020 - June 2020
 - The tool allows for loading pictures, drawing curves/ polygons/ discrete points, using native JS
 - Implemented a manager class to create, delete, hide/show and switch layers; Layers are drawn by canvas functions
 - Integrated this application with TetGen to generate triangular meshes from contours; Implemented mesh coloring
- **Photo realistic rendering, Individual Work** Oct 2019 - Nov. 2019
 - Implemented path tracing, importance sampling, photon mapping, etc., enabling rendering of common-used materials including Lambertian, Phong, Blinn-Phong, Dielectric, Metal as well as blending materials using C++.
 - Modeled and set up a final scene to test the program; Won the third prize in the Rendering Competition in class.
- **VR game of underwater exploration (Deep DiVR), Teamwork** Oct 2019 - Nov. 2019
 - Modeled the environment and animated props in Maya; optimized meshes to allow for efficient rendering.
 - Overcame the difficulty of limited material settings in LWRP; used multiple approaches to texture objects
 - Created the translation animation both within a Unity scene and between scenes, using C#

SKILLS

- **Programming & Developing:** React, C++, HTML, CSS, JavaScript, TypeScript, Webpack5, Node.js
- **Other Software:** Unity 3D, Maya