



JUSTIN FANG

Software Developer

CONTACT

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EDUCATION

App Academy

Full Stack Software Engineering
2019 –2020

University of California, Berkeley

BA Psychology, BA Media Studies
2012 – 2016

SKILLS

JavaScript

React.js / Redux.js

Hack / PHP

Node.js

jQuery

HTML / CSS / SASS

Python

Ruby / Rails

GraphQL / Rest

PostgreSQL / MongoDB

Git / Mercurial

EXPERIENCE

Web Developer

Meta/Facebook

Sep 2021 – Jul 2023

- Led the secure deletion of over 2 PB of sensitive data from a decade-old project, ensuring compliance with regulations and company policies while preserving data integrity.
- Collaborated with cross-functional teams to develop and implement a secure data removal process, troubleshoot-resolving technical issues for on-time delivery of critical data.
- Engineered interactive and scalable web apps with React.js, empowering company-wide teams in seamless data visualization and management.
- Designed and debugged cutting-edge language translation AI tools, fostering a global impact and enhancing the experience for billions of users worldwide.

Front End Developer

Facebook

Mar 2021 – May 2021

- Developed internal analytics tool to automate monitoring of reach, frequency, and conversion rate for a major internal widget, leveraging Hack and JavaScript.
- Built GraphQL APIs that served data to our React front-end based on dynamically generated user inputs.
- Utilized Manifold to simplify file retrieval and provide scalable multimedia storage.

UX Research Operations Coordinator

Facebook

Apr 2019 – Nov 2019

- Evaluated participant demographics and criteria constraints for Virtual Reality UX/UI research studies to communicate findings and explore appropriate solutions with researchers.
- Facilitated cross-team collaboration between UX Program Management, Engineering, and Marketing, resulting in improved study participation and dropout rates.

PROJECTS

COVID-415 - [Github](#)

(React.js, Redux.js, Node.js, Express.js, MongoDB, Google Cloud Platform)

Winner of [COVID-19 Global Hackathon](#) sponsored by Facebook and the WHO.

Full stack web application service that connects San Francisco vulnerable populations with local delivery volunteers.

- Created scalable user authentication using Redux, Passport.js, JWT, BCrypt.js, and Axios.
- Deployed Google Maps and Mapbox APIs to geocode normalized addresses and plot location markers on a map.
- Refactored React components and Redux UI state to support a mobile-friendly experience.

Poodle Jump - [Live](#) | [Github](#)

(JavaScript, HTML5 Canvas, CSS)

Single-player browser game built using Vanilla JavaScript and HTML Canvas, inspired by classic mobile game “Doodle Jump”.

- Designed a smooth and responsive browser game UI with realistic gameplay physics using HTML Canvas and vanilla JavaScript.
- Utilized JavaScript events to orchestrate elements such as difficulty, user controls, score tracking, and in-game physics to create an immersive experience.