

Su Gao

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overview

Su Gao is a Web Frontend Developer with extra experience on electronic gadget prototyping (PCB design & firmware). After more then 3 years full-time job as a Web Frontender, he gained solid understanding on the whole workflow for developing / maintaining Javascript based Web-App & know-how for communicating with others effectively. Continuously learning new things is big part of his life style. And he is the believer of Steve Jobs's *"Your work is going to fill a large part of your life, and the only way to be truly satisfied is to do what you believe is great work. And the only way to do great work is to love what you do."*

job experience

- **web frontender 2016 - now**

- Full-Time (40 hours/week) Web Developer in Interautomation GmbH Berlin. The primary task is the development of a series of Web Frontend for different industrial level devices the company produced. After more then 3 years none-stop development, these Frontends are started to be used even as service software, too. The Software were written with jQuery + HTML + CSS + Browserify (Transcompiler) at the very beginning, and later step-by-step with React + Redux (State Machine) + Webpack (as Transcompiler).
- An "IO-Box" was developed as one of many side-projects. This IO-Box converts IO signals & GPS Messages into HTTP POST Message. which would sent through Ethernet. In this Project I ported a OPC UA library - open62541 into ESP32 (freeRTOS+lwIP), because this library is open-sourced, I highly suspected, I'm the first one who ported it into this platform.
- A device-heart-beat logging System (Reactjs as Frontend & PHP + mySQL as Backed) for the fully virtualized device (as Linux Container) delivered by the company is developed since last year.

- **woodtrack, professor exhibition, burg giebichenstein university of art and design halle 2015**

Implementation of a Data-Visualization machine, which visualize the noise level in the exhibition Hall onto a tree trunk. It was a contract job from Prof. Anett Scholz, and was implemented together with her, and another two classmates. My Task was the design / engineering / build of the machine. Part of the Firmware was written by myself either.

- **tourist center hildesheim 2015**

Idea and implemetation of few interactive exhibition objects. Contract work from city-marketing department of Hildesheim. It was a 20 person team. Primary Task is design & build many hardware based User-Interface (Oculus, Capacitor-Sensor, Rotary-Encoder etc). At last I delivered few gadgets that allowed visitors to interact with the other PC based systems which will control projectors, make sound effect and so on.

- **waagschalspiel, porcelain museum kahla 2013**

More then 5 different PCBs were designed and made for it. Firmware of two microcontrollers were developed which control different parts of the machine. And they communicate with each other through UART to synchronized their work. Except mechanical design & engineering. I was take part in nearly every corner of this project.

technical skills

- **software language**
 - **Good:** HTML, CSS, Javascript (ES6)
 - **OK:** C/C++, PHP,
 - **Basic:** Java, Bash
- **daily software**
 - **IDE/Text Editor:** Sublime Text, Visual Studio Code, Eclipse, VIM
 - **Development Software:** nodejs, webpack, phpmyadmin, mySQL
 - **Project Management Software:** git, JIRA, Confluence, BitBucket
 - **Libraries:** React, Redux, Fontawesome, Open-Layer, Raphael, Bootstrap, React-Motion
 - **Design & Other Tools:** Photoshop, InDesign, EAGLE, Rhino3D, Autodesk Alias

education

- **master:**

2010 - 2014
Multimedia Design (Master of Art)
Burg Giebichenstein University of Art of Design, Halle, Germany
- **bachelor:**

2005 - 2009
Industrial Design (Bachelor of Engineering)
Northeast Forestry University, Harbin, China

free time

- **intercity trekking bike rider**
- **tinker / maker**
- **jiu-jitsu starter**
- **accordionist**