Yang, Bo

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Profile

I'm Yang Bo, a 16-year working experience developer. During my career, I have been working in many software projects and currently, I am:

- The founder and maintainer of some open-source projects:
    - Binding.scala, the most popular Reactive Web Framework written in Scala.js.
    - protoc-gen-as3, the primary ActionScript 3 implementation of Protocol Buffers, widely used in web game industry around the world.
    - haxe-continuation, the most popular asynchronous programming library in Haxe.
    - Microbuilder, a toolset that helps you build system across multiple micro-services and multiple languages.
    - Memcontinuationed, the fastest Memcached client on JVM.
    - Other projects of text parser, text template engine, functional programming, language utilities, build tools and serialization in various languages.
- One of the Big Data research team members in ThoughtWorks, my research includes but not limited to Machine Learning and Big Data, experienced in TensorFlow and Spark. I'm also good at both algorithm and engineering in Artificial Intelligence.
- An active open-source contributor in Scala, Hack, ActionScript, and Haxe community. I also writes Lua, C++, Java and JavaScript.
- Good at meta-programming, functional programming, and applied these paradigms in different domains including front-end development, micro-services, big data and online-games.
- The primary translator of Chinese version of the book *Adobe Flex 3: Training from the Source* (ISBN: 9787115196903).
- One of the speaker of QCon 2016 Beijing .

Work experience

Meta Platforms, Inc.   Sep 2019 — Present
Software Engineer

- Creating software to detect and ban fraud and fake accounts, and integrate the risk detection software into the payment process for people who use Facebook, Instagram and other apps.
    - 1 year of experience as a major contributor in the Payment Risk team
    - 1 year of experience as a Technical Leader in the Commercial Risk team.
- Developing the standard library and core features for HHVM and Hack language.
- Maintaining the CI infrastructure and publishing the open source versions of HHVM.
    - Porting HHVM to NixOS.
    - Migrating HHVM's CI pipeline from AWS to GitHub Actions

- Maintaining the HHVM Docs Site.

Thoughtworks, Inc.   Apr 2015 — May 2019
Developer

- Consultation for Huawei Product Line Engineering
- Architecture design and infrastructure implementation for multiple Scala projects for RCA:
  http://www.realcommercial.com.au/
- Teacher of the ThoughtWorks internal Scala training courses in Xi'an office
- Primary contributor for open-source project Each: https://github.com/ThoughtWorksInc/each
- Primary contributor for open-source micro-service framework Microbuilder:
  https://github.com/ThoughtWorksInc/microbuilder
- Primary contributor for open-source reactive web framework Binding.scala:
  https://github.com/ThoughtWorksInc/Binding.scala
- Consultation for other clients in web development and big data infrastructure

Shenzhen QiFun Network Corp., LTD   Apr 2014 — Dec 2014
Mobile Game Architect & Chief Programmer

I led the Q-Force Team in developing game engine and related tools, and two mobile games.

- I designed QiFun's open-source game engine and related tools, and implemented most of them, as the
  primary committer.
  See https://github.com/qifun/
- I designed the architecture of two mobile games, and led the team in developing them.
- I built and maintained the technology site 岂凡技术小站 and the internal newpaper site 岂凡技术小报 for QiFun.
  See http://qforce.qifun.com/ and http://qforce.qifun.com/newspaper/
- I established and enforced the development workflow, including code review, coding style guide, best
  practice, continuous integration.

Shenzhen Putaoteng Network Technology   May 2011 — Oct 2013
Co., Ltd.
Social Game Game Producer & Co-founder

I led the team in developing a 3D side-scrolling game engine *VinyHome* and a social game *男搭女配*.

- VinyHome consists of:
  - A memory based key-value distributed database, VinyStorage, which suports data hot backup, and mixed
    deployment in both in-process interface and remote TCP protocol access.
  - An avatar system, which allows players designing their clothing for their character.
  - A code generator, which converts use case diagrams into game source codes.
  - Another code generator, which converts game formulas and configuration in Excel format, into game source
    codes.
  - A 2D particle system.
  - A delta SWF loader, which downloads and applies patches between local SWF cache and newest SWF
    release.
  - And other open-source libraries:
    - https://github.com/Atry/haxe-continuation
    - https://github.com/Atry/fastring
    - https://github.com/Atry/protoc-gen-haxe
    - https://github.com/Atry/commons-continuations
    - https://code.google.com/p/zero-log/
    - https://github.com/Atry/pttrt
    - https://github.com/Atry/hoo
- The social game 男搭女配

- Real-time battle system.
- A game play combined of card game and ARPG.

NetEase, Inc. Jul 2010 — Apr 2011

Web Game Project Manager & Chief Programmer

I, alone with another developer, ported a online game 卡牌对决 to Flash platform. We rewrote all the client source code and reused all the art resource from the original version.

NetEase, Inc. Jan 2010 — Jun 2010

Web Game Project Manager & Chief Programmer

I, alone with another developer and a art designer, developed a web wargame DEMO, 云.

My own responsibility includes project management, game design, and client-side development.

- Game design, including character class design and skill design.
- Client-side development, including:
  - Skill effect editor
  - Level editor
  - Configuration generator
  - An open-source serialization library, protoc-gen-as3, https://code.google.com/p/protoc-gen-as3/
  - All the other client-side game logical.

NetEase, Inc. Apr 2009 — Dec 2009

Senior Software Engineer

I developed components for a 3D game engine, Deepcold, using C and Lua, including:

- The common library for all editors in Deepcold
- A distributed model editor
- UI of Deepcold Battle DEMO

NetEase, Inc. Nov 2008 — Apr 2009

Web Game Chief Programmer

I led a team in developing the web game, 战国风云, and myself implemented part of the game, including:

- TCP server
  - Chat system
  - Notification system
- Web server
  - Construction system
  - Battle system
- Tools
  - Building scripts
  - A RPC interface generator
  - Configuration generator
  - Lazy-evaluation system
- Other
  - Code review
  - Recruitment
  - Design of all other components of 战国风云
  - Making development plans and enforcing them

Beijing HiPiHi Information Technology Corp.,Ltd

Feb 2007 — Nov 2007

Software Engineer

I developed variant components of both client-side and server-side for a 3D virtual world, HiPiHi World, including:

- Client-side
  - Texture and snapshot uploading.
  - Rendering embedded Flash movies on 3D textures.
  - Rendering embedded J2ME app on 3D textures
  - Update tools.
- Server-side
  - The resource server and corresponding client-side library
  - The scripting server and corresponding client-side library

Beijing AutoNavi Software Co., Ltd.

Nov 2006 — Jan 2007

Software Engineer

I developed some components for a 3D navigation software, including:

- Asynchronous resource loading
- Terrain rendering, which supports LOD

NetEase, Inc.

Jun 2006 — Jun 2006

Customer Service Specialist

I maintained the chatting robot, 大话精灵:

- I added and updated items in the knowledge base for 大话精灵.
- I developed a tool that expands a wildcard item to multiple underlying items.

Guangzhou Xlands.com INC.

Feb 2006 — Jun 2006

Game Designer, Software Engineer

- I designed working system for the Flash game, 梦境家园
- I developed variant EJBs for the server-side.

Education

Bachelor of Laws

Sepetermber 2002 — June 2006

Southwest University of Political Science and Law

senior middle school grade 2-3

Sepetermber 2000 — July 2002

Chongqing Fengmingshan Middle School

senior middle school grade 1

Sepetermber 1999 — July 2000

Changcheng Special Steel Co.,Ltd. Senior Middle School

Skills

- Scala (Sbt, Spark, Akka, Scala.js, and my own framework)
- Hack (as a developer of the language)
- Java (Maven, Hibernate, Jetty, ...)
- Haxe (my own framework)
- JavaScript (AngularJS, jQuery, Node.js, ...)
- C# (Unity)
- ActionScript 3 (Flex Framework, AIR)
- Lua, C++, D, ...
- MongoDB, Memcached, MySQL, PostgreSQL, ...
- Machine Learning (Spark ML and TensorFlow)

References

- Github: https://github.com/Atry/
- Google Code: https://code.google.com/u/pop.atry%40gmail.com/
- Blog: http://www.ac.net.163.com/
- Open-source Projects: https://www.yang-bo.com/oss