# Yifei Liu (Tobi)

Backend DevOps & Data ENG & Game Dev

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## CONTACT

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https://about.liuyifei.tech

https://github.com/DuGuYifei

## TECHNICAL SKILLS

**Backend:**

Spring Boot, Microservices, Go, Flask

**DevOps:**

Docker, CI/CD, Nginx, Caddy

**RPC:**

RESTful, GraphQL, Dubbo-Triple, gRPC

**Databases:**

SQL & NoSQL, Data Warehouse, Big Data Platform

**Game Development:**

Unity, UE, Godot

**Tools:**

Git, Jira, Figma, AI tools (ChatGPT, Claude, DeepSeek, Copilot)

## LANGUAGES

Chinese (Native)
English (Fluent)

## EDUCATION

**Technische Universität München**

**M.Sc. Informatik & Games Engineering**

*2024.04 - Present  Munich, Germany*

**Gdansk University of Technology**

**B.Sc. Data Engineering**

*2020.10 - 2024.01    Gdansk, Poland*

- Graduate's Gold Badge recipient

## WORK EXPERIENCE

**Anyhelper**

**Full Stack Developer**

*May 2023 - April 2025*                     *Site/Remote*

- AI intergrated Headhunter services
- Secret key system for customers
- Assist develop landing page, CRM system, talent system, chatbot server, heartbeat system
- Other tools

**FullGeek - Development Studio**

**Software Architect & Backend Developer**

*July 2023 - April 2024*                         *Remote*

**Check24**

**Full Stack**

*May 2025 - now*                                    *Site*

- Task Force Team

## PROJECTS                    https://project.liuyifei.tech

**Pokemoney**

- Developed a personal finance app with off/online modes and multi-device synchronization
- Built with modern **lakehouse** architecture backend and Flutter with SQLite frontend
- Implemented **microservices** architecture (**spring boot, nacos, etc**) and big data platform integration **(SQL,Redis,Kafka,Hive,Nifi,Spark,etc.)**

**Keyuan Library**

- Created a fullstack online library system using **Spring Boot, Vue, Solr, and MySQL**
- Implemented search functionality, access control, and reading features

**Catalysm Cards**

- Developed a real-time card battle game in Unity using **DOTS**
- Implemented elemental interactions, combo magic, three levels, and a boss fight

**AI Headhunter**

- Built an AI headhunting system in Python with resume parsing, filtering, chatbot, and automation — streamlining the entire recruitment pipeline.
- Used **Selenium** for web automation