

Yifei Liu (Tobi)

Backend DevOps & Data ENG & Game Dev

CONTACT

chnliuyifei@gmail.com

<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 (TUM)

M.Sc. Informatik & Games Engineering

April 2024 - Present

Munich, Germany

Gdansk University of Technology

B.Sc. Data Engineering

October 2020 - January 2024

Gdansk, Poland

- Graduate's Gold Badge recipient

WORK EXPERIENCE

Anyhelper

Full Stack Developer

May 2023 - April 2025

Site/Remote

- AI integrated 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

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 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