

# 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, Kubernetes, CI/CD, Nginx, Traefik, Ansible, Terraform

### 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 & Backlog Team

- Later selected to join the rewriting 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