

# JUNFENG YU

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## EDUCATION

### Central South University

Changsha, Hunan

*Bachelor of Information Security*

2019.9 - 2023.6

- **Courses** Algorithm, Data Structure, Computer Network, Distributed Systems and Cloud Computing, and etc.

## PROFESSIONAL

### • Huawei - 2012 Laboratory

Xi'an

*Software Engineer @ Gauss Lab*

2022.7 - 2022.11

- **Kernel Clipping** Responsible for the cutting of the database kernel, pre-research the database kernel in small memory scenarios, and conserve the memory usage to 10% of the original (from 1.8 GB cropped to 200 MB).
- **Research** The only intern who presented results and CCEH research reports to the four project leaders.

### • Open Source Promotion Plan - ShardingSphere

Remote

*Student Developer*

2022.7 - 2022.10

- **Engine Design** Design a dynamic test engine for SQL parsing, load more than 180,000 SQL test samples from MySQL and PostgreSQL, and complete the parameterized test of the SQL parser within 3 minute.
- **Optimization** Migrating test coverage reports from Travis to GitHub Action saved CI time by at least 3-5 minutes.

### • CloudWeGo - Netpoll

Reomte

*Awesome Contributor*

2022.7 - 2022.9

- **Design SDK** Design a pure Golang version (without CGO) high-performance io\_uring I/O poller SDK, adopting the shared memory scheme, and implementing asynchronous I/O by designing Submit, Complete queues and memory barriers.
- **Performance** Approximately 3 times improvement compared to epoll, implemented default POLL for poller using io\_uring.

## PROJECTS

### • tinyTikTok

2023.1 - 2023.2

Captain of Team, ByteDance 5th Youth Camp

- Standardized the application architecture to ensure simplicity and readability using PFlag, Viper, Cobra.
- Implemented basic services and OAuth cryptographic authentication in high-trust scenarios using gin+gRPC.

### • RoboCup China Open 2D Soccer Simulation

2021.5 - 2021.9

Varsity Captain of the Team Yunlu, CSU

- Accelerated the control mechanism and strategy to increase shot hit rate by 21.36% with certain robustness.
- Won 2nd price on RoboCup China Open 2D Soccer Simulation and published one paper as the first author in ICRAIC 2021.

### • Vehicle Re-identification Defence System

2020.11 - 2021.11

Research Assistant at the Systems Security Lab, CSU

- Participated in building the feature extraction & related testing of the re-identification system based on Transformer.
- Independently designed the island of GLOM by Python with reporting 2 papers at the group per 2 weeks.

## PUBLICATION & PATENTS

**J., Yu, Q., Zhao and W., Zhuang et al.,** "Decision and Evaluation of Ordering and Transshipment Schemes Based on Multi-objective Programming," 2021 5th Annual International Conference on Data Science and Business Analytics (ICDSBA), 2021, pp. 474-478, doi: 10.1109/ICDSBA53075.2021.00097.

**Junfeng Yu et al.,** "The Research of RoboCup2D Player Shooting Technique Based on Fuzzy Control," International Conference on Robotics Automation and Intelligent Control (ICRAIC 2021), 2022 J. Phys.: Conf. Ser. 2203 012059.

**Junfeng Yu,** (2022). *Darker Corners of Go (Chinese Version)*. Beijing: Turing (Under Review)

## ACTIVITIES & AWARDS

**Awards** 2 National Awards(2nd Prize of RoboCup China Open 2D Soccer Simulation, and Outstanding Completion of 2021 CASTIC), 3 Provincial Awards(2nd Prize of the 14th Challenge Cup for College Student, 2nd Prize of the 7th Internet+ CCB Cup for College Student, and Grand Prize of the 15th Shenghua Cup for College Student), several Shool-Level Awards, etc.

**Organizations** The Approver of CNCF/Glossary & co-founder of CNCF/Glossary Chinese Community; The president of the school-funded Apple Lab for Apple Tech Talk; The captain of the school-funded team Yunlu for RoboCup.

## SKILLS

**Programming Language** Golang(40k LOC), Java(20k LOC), C/C++(20k LOC), JavaScript, Python, ANTLR4

**Familiar Framework & Skillset** Database Kernel Dev (C/Java/ANTLR4), Infrastructure Dev (Golang), Web Dev (Java/Golang)