

Kevin Tao

Software Engineer

Birthday: September 12, 1996	Experience: 4 years
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TECHNICAL SKILLS

- ⊕ **AI Technology Stack:** Game Decision AI, AI Dialog, AI Companions, GPT, ElevenLabs, LlamaIndex
- ⊕ **Computer Basics:** Data Structures and Algorithms, HTTP/HTTPS, TCP/IP, Socket, JSON, Protobuf
- ⊕ **Programming Languages:** Golang, Java, Python, HTML, CSS, JavaScript, TypeScript, Lua, SQL, Shell
- ⊕ **Frontend Technology Stack:** WeChat Mini Program, Cocos Creator, Love2d, React, npm, ES6, Ghost
- ⊕ **Backend Technology Stack:** Spring, Kratos, FastAPI, RESTful API, gRPC, JWT, MySQL, Redis, MongoDB, SQLite, ELK, ClickHouse, Git, CI/CD, Nginx, Docker, Kubernetes, AWS, Alibaba Cloud

ENTREPRENEURIAL EXPERIENCE

TruthAI Organization

Shenzhen, Guangdong, China

Founder and Full-Stack Development Engineer

Mar 2023 – Present

- Actively pursued entrepreneurship during a career gap, responsible for project planning, technical development, team collaboration, and marketing in the fields of AI, social, gaming, and fitness.
- Established the [TruthAI Fitness Club](#), leveraging GPT and AIGC technologies for intelligent community AI Bot services. Successfully led and advanced the project to its fifth phase, with an average monthly paid user base of 15 and a sustained monthly engagement rate of 68%.
- Engaged in deep learning and contributed to [RealChar](#) (138.1K Monthly Visits) and [ai-town](#) (45.8K Monthly Visits), gaining expertise in project development and deployment.

PROFESSIONAL EXPERIENCE

Shenzhen Fist Bump Technology Co., Ltd.

Shenzhen, Guangdong, China

Software Engineer

Mar 2022 – Oct 2022

- Lead the design and development of the Business Analysis System, aggregate and analyze the log data of the game business, and provide an API query interface, provide operators to view analysis indicators on the web and formulate strategies to optimize products and improve mobile game growth.
- Use Golang and Kratos framework for rapid development, Redis and MySQL for data storage, ClickHouse for data analysis, use GitLab CI/CD + systemd to deploy on Alibaba Cloud machines.
- Use ELK to build a Monitoring and Visualization Platform, and set up an error log panel for developers to expose problems in advance to avoid risks.

Shenzhen Fire Element Network Technology Co., Ltd.

Shenzhen, Guangdong, China

Software Engineer

Apr 2021 – Jan 2022

- As the company's inaugural foray into Blockchain Gaming, I'm one of 50+ elite team members, focusing on backend services like auction and blind box, as well as project-wide infrastructure development, optimization, and DevOps.
- Use Golang and Kratos to develop microservices from 0 to 1, use Redis and MySQL to store data, GitLab as CI/CD, Docker and K8s as deployment environment.
- Combined with zaplog to optimize the log library and improve the overall performance of the service. Standardize DevOps processes and enhance system stability through automation.

Jiangxi Zonst Group Co., Ltd.

Nanchang, Jiangxi, China

Software Engineer

May 2020 - Apr 2021

- As an important part of the company's main business of chess and card games - Robot AI, its performance affects the player's experience and the company's revenue. I am mainly responsible for the development and optimization of robot AI algorithms in overseas mahjong projects.
- Use Golang to combine data structure and algorithm knowledge to develop the robot's card-drawing and card-playing algorithm, and to develop the robot's difficulty level grading mechanism.
- Through sync.Map and memorized search, the robot's card recommendation algorithm is optimized, which increases the efficiency by nearly 5 times, greatly improves the user experience and saves server overhead.

OPEN SOURCE PROJECTS

- **AI Fitness Coach:** An AI Bot deployed on personal WeChat, enterprise WeChat, and official accounts. Utilizes Python, itchat, GPT, Stable Diffusion, and more to process text, voice, and images, access the operating system and the internet, and develop various plugins to meet user needs. [[GitHub Link](#)]
- **RealChar** (4.9K Stars): An AI companion application that allows real-time chat with created and customized characters, supporting Web, Mobile, and Terminal platforms. Utilizes GPT, ElevenLabs, Chroma, LangChain, STT, TTS, and other technologies to achieve natural and realistic conversations. [[GitHub Link](#)]
- **ai-town** (4.9K Stars): A virtual town for AI character residence, chat, and social interaction. Implemented using TypeScript, OpenAI, Convex, Clerk, Pinecone, Fly, and other technologies to create Generative Agents. AI characters simulate human behavior for interaction. [[GitHub Link](#)]
- **Looking for the Best Musicmate:** A personally designed and developed music social WeChat Mini Program, awarded third place in the WeChat Mini Program Application Development Competition. Utilizes Java, Python, MySQL, Redis, mahout, WeChat Mini Program, and other technologies, offering music services, interactive features, and personalized recommendations. [[GitHub Link](#)]

HONORS AND AWARDS

- 2021 Excellent staff.
- 2020 WeChat Mini Program Application Development Competition Award Certificate. [[Certificate Link](#)]
- 2020 Outstanding Graduates. [[Certificate Link](#)]

ARTICLES AND SPEECHES

Study Notes Articles

- Pictures and codes explain algorithm ideas: <https://mp.weixin.qq.com/s/IENQtnReN9JSf24s4yPPFg>
- I wrote a "girlfriend" to play mahjong with me: https://mp.weixin.qq.com/s/0k6-drA8_tdt4UzHCi6ZEq
- Algorithm Series - Recommendation Algorithm: https://mp.weixin.qq.com/s/1ReOoWZQISARzLSoKno6_g

Work Record Articles

- Design and Development of Business Analysis System: <https://ifree.love/jing-fen-xi-tong-she-ji/>
- Design and Implementation of Data Aggregation Service: <https://ifree.love/shu-ju-ju-he-fu-wu/>
- Design and Implementation of Data Analysis Service: <https://ifree.love/shu-ju-fen-xi-fu-wu/>

Fist Bump Knowledge Share | Lecturer

- Principle and Practice of Monitoring System:

<https://www.slideshare.net/kevin10241/principle-and-practice-of-monitoring-system>