

Kenji Mouri

Kenji.Mouri@outlook.com | github.com/MouriNaruto | mouri.moe

Introduction

- Hi, I am Kenji Mouri. My legal name is Qi Lu which is used only when in-person. MouriNaruto, Mouri_Naruto and Mouri are my typical usernames.
- I am passionate about developing highly efficient software implementations with minimal syntax and reliance on third-party libraries.
- I have created and maintained several open-source projects written predominately in C and C++ since 2014.
- I am also a proud Microsoft MVP in the Developer Technologies and Windows Development award categories.
- My goal for my next role is systems-level software development and maintenance.

Professional Experience

Qi'e TV, Tencent (C++ Software Development Engineer) Dec 2020 – Present

- Lead the development of the QieLive 2.x Series from conception to release, adapted for Windows 7 Service Pack 1 or later.
- Built customized FFmpeg, MSBuild, and Qt6 toolchains for QieLive.

Open Source Experience

M2-Team (Owner) Jun 2015 – Present

- [NanaZip](#) - File archiver intended for the modern Windows experience
- [NanaBox](#) - A third-party lightweight out-of-box-experience oriented Hyper-V client
- [NanaGet](#) - Lightweight file transfer utility based on aria2 and XAML Islands
- [NanaRun](#) - Application runtime environment customization utility for Windows

Mouri Internal Library Essentials (Project Mile) (Owner) Nov 2020 – Present

- [Mile.Xaml](#) - Lightweight XAML Islands toolchain with modern Windows controls styles
- [Mile.HyperV](#) - A lightweight library for Hyper-V guest interfaces
- [Mile.Cirno](#) - Work in progress 9p client for Windows based on [Dokany](#)
- [Mile.Uefi](#) - UEFI Application SDK for Visual Studio
- [Mile.Aria2](#) - Customized version of aria2 specialize for MSVC toolchain

LVGL (Maintainer) Jan 2021 – Present

- Maintain implementation of [LVGL port for Visual Studio \(lv_port_pc_visual_studio\)](#).
- Maintain the implementation of [New native Windows driver \(win32drv\)](#) and [Windows file system driver \(lv_fs_win32\)](#).

Selected Technical Documents (Author)

- [MD1: Notes for using GPU-PV on Hyper-V/NanaBox](#)
- [MD4: Notes for using Host Compute System API](#)
- [MD21: Talk about booting Windows 7 Service Pack 1 on Hyper-V Generation 2 Virtual Machines](#)

Honors

Microsoft MVP (Developer Technologies, Windows Development) Feb 2022 – Present

Education

Changshu Institute of Technology, China Sep 2016 – Jul 2020

- Bachelors of Engineering, Automotive Service Engineering
- Lead the development of hardware abstraction layer and user experience layer from an autonomous driving vehicle project in the college's IoT lab. Summarized in my [graduation design](#) which wins the third prize of school-level outstanding graduation design award.

Skills

- Languages: English - fluent (CET6), Chinese - native speaker
- I am not limited to any specific programming language, I am highly proficient in C, C++, and C#. I am highly experienced in Windows development using Visual Studio, and comfortable in other tooling for Windows and Linux.
- I have focused on Windows Development with Win32 API, COM (ATL and WTL) and WinRT (C++/WinRT) since 2014, which I started to participate in the Chuyu Team's next generation third-party Windows servicing tool, [DISM++](#).
- I am highly skilled in systems-level development with Visual Studio under Windows. I have developed a Hyper-V guest SDK and a UEFI application SDK, demonstrating my experience in systems-level Windows development.

Last Updated in June 5, 2025