

KENJI MOURI

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INTRODUCTION

- Hi, I'm Kenji Mouri. But my legal name is Qi Lu which is used only when offline. MouriNaruto, Mouri_Naruto and Mouri are my typical usernames.
- I'm interested in writing the most compact implementations by using the least syntaxes and third-party libraries. Also, I am desired to make more friends which can talk something about technology.
- I have created and maintained several open-source projects mostly written in C/C++ at night since 2014.
- I'm also a proud Microsoft MVP with Developer Technologies and Windows Development award categories.
- I hope my next job can do something about system or bare-metal related 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 scratch to release, adapt for Windows 7 Service Pack 1 or later
- Building 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 - The 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

Project Mile (Owner) Nov 2020 – Present

- Mile.Xaml - Lightweight XAML Islands toolchain with modern Windows controls styles
- Mile.HyperV - The 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).

HONORS

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

EDUCATION

Changshu Institute of Technology, China Sep 2016 – Jul 2020

Bachelor of Engineering, Automotive Service Engineering. I also have passed the CET-6 at this period.

SKILLS

- I'm not limited to any specific programming language, but I usually use C/C++ and C#. I can adapt to any tools under Windows and Linux, but I prefer Visual Studio under Windows.
- 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 (at that time) third-party Windows servicing tool which is called DISM++ today.
- I love doing some bare-metal development with Visual Studio under Windows. I had made a Hyper-V guest SDK and a UEFI application SDK to make me happy and achieve my goals.
- I also had the experience for ROS (not ROS2) because I was a member of autonomous driving team when I was a college student.