Kenji Mouri

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Introduction

- Hi, I am Kenji Mouri. My legal name is Qi Lu which is used only when offline. 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.