

# Yongzhao Li

BACKEND ENGINEER · SOFTWARE ENGINEER

☎ (+49) 015206027906 | ✉ eric.pireirik@gmail.com | 🏠 pireirik.com | 📱 Pireirik | 📄 yongzhao-li-pireirik

## Experience

### Blockchain-based Federated Learning System

RWTH Aachen University

SOFTWARE ENGINEER & MASTER THESIS

Mar. 2022 - Exp. Sept. 2022

- Built a blockchain platform with *hyperledge fabric framework* on which a Federated Learning system was deployed.
- The model aggregation in the Federated Learning system was refined and improved by overriding the network communication protocol with the *Hypercube P2P* topology network model.
- Created a trading system on the blockchain platform for models and data trading.
- Deployed on multiple servers with *Docker* and *Kubernetes*.

### Blockchain Hackathon

Germany

BACKEND ENGINEER

Nov. 2021

- Built a blockchain platform according to *JD Chain* and integrated it with a simple machine learning platform.
- Created trading samples with the use of smart contracts to simulate models and data trading. Implemented smartcontracts for trading on the chain.
- A web application was developed with the facilitation from *go iris* in backend to provide an end-to-end experience for user to simulate trading.
- Review of Hackathon: AISpace.

### Shanghai Nengjiao Network Technology Co., Ltd.

Remote Work, Part Time

TECH LEAD & C++ LINUX SERVER ENGINEER

May. 2022 - Jul. 2022

- Developed a linux server program with *epoll* model to connected multiple embedded devices, which is capable of accepting connction requests from devices, recieving heartbeat packets and requesting from the backend service.
- Designed a thread pool and a task queue that can forward packets for the targeting devices. The task queue is implemented by submitting tasks the thread pool. In addition, a message queue that implemented with C++ template was built as a critial section to guarantee thread synchronization.
- Implemented a connection pool that used for connecting and proxying access to the database, where the pool size can be dynamically adjusted in running time to wisely allocate the connection resources.
- Implemented a cache system to storage device status and keep persistence with *Redis*, with which developed a session login mechanism.

TECH LEAD & BACKEND ENGINEER

Mar. 2022 - Jun. 2022

- Refactor the system with a microservices framework, *Tars* on which creating a C++ backend framework and a go backend framework to fit, and wired them up by developing an Object Relational Mapping and adjusting the business code.
- Those two backend frameworks both include http context, dynamic router implemented with a trie tree, route group control, middleware design and error handling mechanism.
- Implemented a connection pool that used for connecting and proxying access to the database.
- Refactor business code to fit in those two backend frameworks as well as *Spring Boot* in *Tars*.

TECH LEAD & BACKEND ENGINEER

Sep. 2021 - Feb. 2022

- Implemented backend with python *Django* framework.
- Implemented a *Single Sign On* system with *JSON Web Token* on authentication and authorization for different applications on stateless login status.
- Tailor-made software development with *apinto*, a microservice gateway, and added a *JSON Web Token* authentication and authorization plugin in gateway.
- Implemented an asynchronous task with *Celery*.
- Deployed on a distributed system, multiple servers with *Docker*.

TECH LEAD & BACKEND ENGINEER

Mar. 2020 - Jun. 2020

- Implemented backend with python *Django* framework and frontend with *vue*.
- Developed authentication and authorization with *JSON Web Token* by implementing a access token and a refresh token for stateless login status.

TECH LEAD & FULLSTACK ENGINEER

Nov. 2019 - Mar. 2020

- Designed the whole architecture for the platform and built a machine learning and mapreduce platform for data prediction in different models.
- Implemented backend with *go iris* and frontend with *vue*.
- Implemented a machine learning platform for data preprocessing and data training with *sparkML* library, a mapreduce framework.
- Mainly deployed *Xgboost* model and *lightgbm* model for data regression analysis on the platform.
- Deployed on a distributed system, multiple servers with *Docker*.
- Main Page: Joinercast

## Personal Blog & Main Page

FULLSTACK ENGINEER

Sept. 2019 - Dec. 2019

- Created a C++ backend framework to fit *Tars* and implemented frontend with *vue*.
- Implemented a connection pool for connecting and proxying access to the database.
- Deployed on a distributed system, multiple servers with *Docker*.
- Main Page: About me

## Open Source Contribution

---

### DCache

C++ DEVELOPER

- DCache, a distributed NoSQL storage system based on Tars, both open source by Tencent.
- Repository: Tencent/DCache.
- Pull issues, fix issues and improve documentations.

## Education

---

### RWTH Aachen University

M.S. IN COMPUTER SCIENCE

Aachen, Germany

Oct. 2018 - Exp. Oct.2022

- Grade: 2.3/1.0

### Guangdong University of Technology (GDUT)

B.S. IN COMPUTER SCIENCE

Guangdong, China

Sept. 2014 - Jun. 2018

- Grade: 2.2/1.0

## Honors & Awards

---

### DOMESTIC

- 2021 **Best Technical Implementation and Industry Challenge**, Blockchain Hackathon
- 2016 **3rd Award**, Oracle Java Development Program Competition

Germany

China

## Skills

---

<b>Programming</b>	C++, Go, JAVA, Python, C#, PHP, Javascript, SQL, R
<b>Back-end</b>	Tars(Microservices), go iris, Spring Boot, Django, Laravel, REST API
<b>Front-end</b>	Vue, React, HTML5, CSS
<b>Database</b>	MySQL, MongoDB, Redis, DCache
<b>DevOps</b>	Docker, Kubernetes
<b>Build Tools</b>	Makefile, CMake, QMake, Maven
<b>Tools</b>	Linux maintenance, Git