Jun LIU

DevOps Engineer, Computer Architecture Student, Unix Hacker

liujun.devops@gmail.com | +81-080-6327-8964 | Tech Blog: https://starduster.me

EDUCATION:

Sep. 2021 - Sep. 2023 | Tokyo Institute of Technology

Master of Engineering - Computer and Communication Engineering
Field of Research: Computer Architecture, Chained events from hardware PMU in modern processors.
Research Assistant of the Department, JASSO Monbukagakusho Honors Scholar.

Jul. 2013 - Jun. 2017 | University of Electronic Science and Technology of China

Bachelor of Engineering - Network Engineering
System Admin Lead of UESTC CTF Team, Maintainer of UESTC virtualization platform.

EXPERIENCE:

Chaitin Tech (Alibaba Group)

Infrastructure Engineer (Intern) | Jul. 2021 - Sep. 2021

- Participated in the refactoring of CI/CD platform using Golang. Speeded up CI/CD tasks by using multithreading to control VM lifecycle and improved system robustness by reorganizing VM metadata.
- Used Helm to integrate the CI/CD server (as Kubernetes package) into CI/CD process .

NetEase Games

Senior DevOps Engineer (Fulltime) | Jul. 2017 - Jan. 2020

- In charge of maintenance, performance tuning, and troubleshooting of LBC cluster (100 Gbps LB PaaS service based on OSPF+LVS+Nginx, which is the ingress of our Kubernetes cluster and various SaaS services). The LBC cluster scaled up more than 200% during my career.
- Redesigned the monitoring system dashboard, and won praise from partners because of the usability improvement. Also trained new grads in our team.
- Developed of the LBC control plane (Python API + InfluxDB + PKI). Provided new features such as elastic scaling, and certificate management, saving millions of costs.
- Participated in the design of the LBC data plane HTTPS accelerating cluster (offload TLS parameters) to serve the rapidly growing HTTPS traffic. Made it easier for L7 clusters to scale vertically. It won the first-class technical honored award of NetEase Games.
- (Minor works): Be responsible for the API Gateway service based on LVS+Kong, served important APIs such as login SDK and billing. Participated in the survey and testing of NetEase Game IDC server hardware. Researched the performance impact of KPTI patch on network and disk I/O, etc.

NetEase Games

DevOps Engineer (Intern) | Jul. 2016- Sep. 2016

- Analyzed the performance of common-used L7 proxy software, different cipher suites, and kernel parameters on HTTPS performance.
- Evaluated the capacity required for all LBC services to switch to HTTPS. Raised an optimization plan which can reduce CPU overhead by 30% on HTTPS handshaking.

PATENTS:

- Key-free SSL offload cluster system: application and storage method (CN110324365A)
- A new method of TLS information sending via proxy protocol (CN109040040B)

SKILLS:

Familiar: Python, Bash, Networking, TLS, CDN, Load Balance, DevOps, Linux, Performance
Understand: Golang, Kubernetes, CI/CD, Virtualization, IDC Hardware, Cybersecurity
Language: English (fluent, TOEIC 840), Chinese (native), Japanese (entry level)