# JUN LIU

### liujun.devops@gmail.com

### **EDUCATION**

University of Electronic Science and Technology of China Sep. 2013 – July. 2017 Bachelor of Engineering in Networking

### **EXPERIENCE**

## Technology Center, NetEase

Senior Devops Engineer

Aug 2017 - Jan 2020 Guangzhou, China

- Developing, operating, optimizing the biggest load balance cluster of NetEase Games private cloud, which was built on hundreds of LVS, Nginx and HAProxy server, with a centralized API system and agents on each node.
- Our team introduced a way to offload TLS handshaking to another separate Nginx cluster, made the cluster easier to scale up. I participate the original design.
- Researching and testing of the next-generation server choices of NetEase Games, tested the performance of a variety type of servers.

# Dept. of Operation and Infrastructure, NetEase

Devops Engineer (Intern)

Jun 2016 - Sep 2016

Guangzhou, China

• Made a research about how cipher suites affected the performance of layer 7 load balancer, improved about 30% CPU performance on TLS handshaking.

# Cohesion Network Security Studio, UESTC

System Admin

Sep 2014 - July 2017

Chengdu, China

- The CNSS studio is a well-known CTF team in China. I was in charge of the recruiting of the studio as the leader of system admin group.
- Built up an easy-to-use tiny private cloud based on ProxmoxVE, maintained many web sites of UESTC (including daily backup and availability checking, automatic mail alarming).

### **PROJECTS**

#### Personal Blog

2014 - Present

System Admin, Writer

https://www.starduster.me/

### **PATENTS**

- Information transmission method and device, storage medium, and electronic device. <u>CN109040040A</u>. 2018
- Without key front end cluster system, application method, storage medium, electronic device. CN110324365A. 2019

### TECHNICAL STRENGTHS

Skill Linux networking, Load balancing, Performance optimizing

Tool Nginx, HAProxy, LVS, Docker, Python, Bash

### LANGUAGE

English Fluent (TOEIC 830)