```
/**
 * Author: Junyi Bei
 * E-Mail: beijunyi@gmail.com
 * Phone:  Please contact via E-Mail
 *
 * A software engineer in London.
 */
```

getEducation() {

// Some of the schools I have been to

🎓 **Oct 2008 - Jun 2012**
Imperial College, London

> Computer Science MEng high 2-1 honoured degree
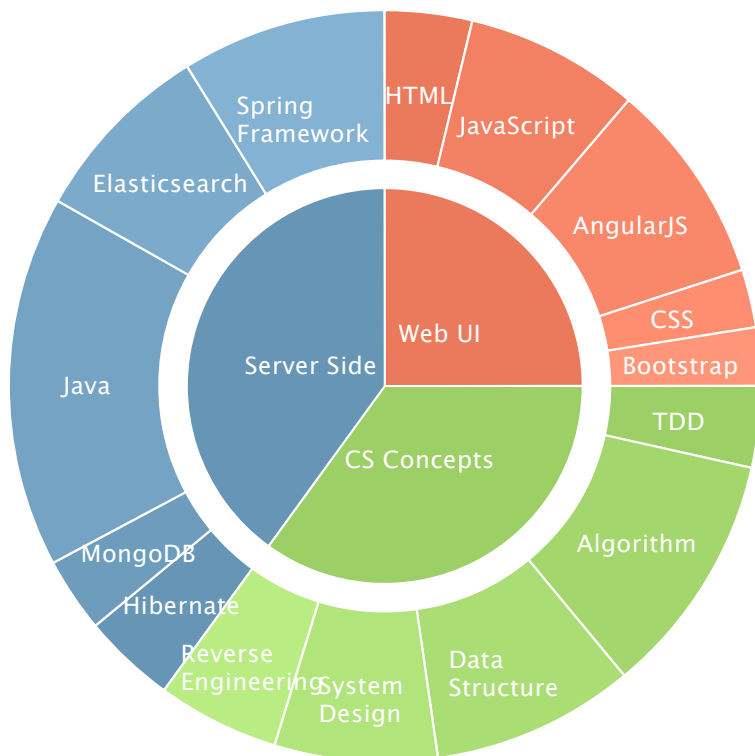> 1st in final year project: business process modeling
> based on propositional logic

🎓 **Sept 2006 - Jun 2008**
Queen Ethelburga's College, York

> GCE A-Level
> A* in Math, Further Math and Physics
> A in Accounting

}

getExpertise() {

// My skills portfolio

}

getHobbies() {

// Stuff that I'm not doing well enough to be paid

🔍 **Writing scripts & programs to automate video games (Bots)**

i. Pokémon Go (API + Scripts) - 2016
ii. Lies of Astaroth (API + Scripts) - 2014
iii. Diablo 3 (Scripts based on Importal API) - 2012
iv. StoneAge (Scripts based on StoneWalker API) - 2008

🔍 **Others**

E-Sports   PC Modding   Photography   Table Tennis
All sorts of board games   All sorts of card games
Party Planning

}

getIndustrialExperiences() {

// Stuff I do during the daytime

☀ **Apr 2013 - Present (Project Lead Engineer)**
Accenture Reformx // Brings software development concepts to trading platforms

// Features: Version Control   Issue Tracking   Automated Testing   Automated Deployment

i. Sprint planning and system design
ii. Communication with clients and interpreting business requirements
iii. Researching related domains and promoting boundary pushing changes
iv. Designed a high performance analysis engine that generates dependency networks from trading platform data snapshots
v. Designed a dependency checking engine (based on analysis engine) that auto-corrects a ranging spectrum of user errors and verifies build integrity
vi. Designed a domain specific memory cache that boosts the overall performance of the product by >80%
vii. Planned and led multiple architecture level changes driving the project through its prototype and POC stages before it became a technology leading and hot selling product in the market

☀ **Sept 2012 - Apr 2013 (Software Engineer)**
Accenture CalMon // Saves your trading platform from unexpected downtimes

// Features: Performance Tracking   System Debug   Trend Analysis   Capacity Planning

i. Developed a multi-metric graph feature that aggregates different system health aspects for trend analysis
ii. Developed a domain specific search feature optimised for debugging and system log analysis
iii. Developed a trading platform simulator for demo and development purposes

☀ **Apr 2011 - Sept 2011 (Software Engineer Internship)**
Formicary Software R&D Project

i. Researched in topic "Real Time Complex Event Processing"
ii. Developed an algo-trading engine prototype based on Esper technology
iii. Developed a compiler that transforms algo-trading logic into Esper EPL (Event Processing Language)

}

getSideProjects() {

// Stuff I do at nights

🌙 **Jul 2014 - Present**
ParallelGit // A high performance in-memory filesystem for Git

i. An open source project available to the public under Apache License v2
ii. An in-memory filesystem that implements Java JDK7 NIO.2 interface
iii. Boosting Git performance by running tree & blob operations in memory
iv. Key features:
  ■ Instant checkout: load an arbitrary branch/commit into memory
  ■ Simplified I/O: browse and manipulate Git contents via FileSystem API
  ■ Instant commit: commit changes directly from memory
  ■ Merging and resolving conflicts in memory
v. Integrated into Accenture Reformx (see above) to provide fast and reliable access to its internal Git repository

(Visit https://www.github.com/beijunyi/parallelgit for more details)

🌙 **Jun 2009 - May 2010**
Archangel Online // MMORPG Startup

i. Re-developed popular Asian MMORPG StoneAge Online
ii. Added puzzle solving elements to the traditional "battle to level up" reward system to enhance the player experience
iii. Designed 2 original stories, >15 side missions and hundreds of new items
iv. Attracted >8000 registered accounts (average Friday night head count >500)
v. Business sold to 09sa (now part of cins.cn) in 2010. The original stories are still being played and liked today

}