RUNLONG LI

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Experience

Riot Games   **May 2023 - Now**
Infrastructure Engineer   Los Angeles

- Responsible for on-call and troubleshooting, handling game build and release, and proficiently managing Slack tickets from PM, QA and developers

- Implemented and maintained AWS infrastructure using GitOps with Git and Terraform, utilizing Terraform's   approve-and-apply mechanism for secure deployments

- Improved release speed by 70% with a Jenkins pipeline in Python for automating data persistence and game releases, and enhanced Kubernetes stability with Grafana dashboards integrated with logs and Elasticsearch

- Migrated workloads from Mesos to Kubernetes, reducing cloud resource usage by 30%, minimizing scaling times, and eliminating significant manual intervention in orchestration processes.

Bizseer Technology (use AI to automate Devops)   **Sep 2020 - Jul 2021**
Site Reliability Engineer   Beijing, China

- Created an AIOps solution with Ansible, configuring Hadoop, Spark, and other big data components to build an alerting system with 2000 metrics across Linux servers in secure banking data centers.

- Designed anomaly detection pipelines in Python, incorporating machine logs and transaction database data, leveraging ELK and Hadoop for data cleaning, for batch and real-time analysis.

- Created ~20 data analysis REST APIs using Python and created dashboards in Grafana to monitor system performance

- On-call for critical backend services, including Kafka and Hadoop clusters, with responsibilities for monitoring and incident response

Kingsoft Games (NASDAQ:KC)   **Jul 2020**
Game Developer Intern   Zhuhai, China

- Wrote an official two-pager game outline document for a mobile simulation game including the rules and gameplay

- Designed and created a 3D escape game from the ground up using Unity and C#

Education

University of California, Irvine   **Sep 2021 - Dec 2022**
Electrical Engineering and Computer Science   Master
3.55

Nanjing Agricultural University   **Sep 2016 - June 2020**
Computer Science   Bachelor

Relevant Coursework: Computer Architecture, C, Java, Operating System, Digital Communication

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Projects

Development of Chrysanthemum Recognition System Based on LSH   **Apr 2018 - Apr 2019**
⊘ https://github.com/berlinfog/Chrysanthemum-Recognition-System-Based-on-LSH

Developed a flower petal pattern classification Android app using Java based on Locality-Sensitive Hashing algorithm with 71% accuracy on a 5-type, 1000 chrysanthemum images dataset, published in China NDBC2019 Conference

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Skills

Languages   **Databases**

Python, Java, Go, Bash, JavaScript   Redis, ElasticSearch, MySQL, MongoDB

CI & CD   **Cloud Service**

Jenkins, Git   AWS, Terraform, Tencent Cloud, Azure

Framework & tools

Linux, Kubernetes, Grafana, Prometheus, Kafka,
Hadoop, Spark, MapReduce