

# ZIYANG FENG

Software Engineer: Backend Dev. & Big Data Dev.

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## 🎓 EDUCATION

### Waseda University

Sep. 2020 – Expected Jul. 2022

*Master of Engineering* in Information, Production and Systems

### Dalian University of Technology

Sep. 2016 – Jul. 2020

*Bachelor of Engineering* in Computer Science & Technology

## 🏢 INTERN EXPERIENCE

### 🔗 Alibaba Cloud - Computing Platform - DataWorks

Apr. 2021 – Present

- Using the SofaArk framework and customizing the class loading and class isolation mechanism, and the reflection mechanism is used to realize plug-in initialization, and service registration and reference.
- Using the Quartz framework, through its timing task scheduling, the heartbeat failover mechanism is implemented to ensure the high availability of the middle station and to achieve asynchronous high concurrency,

### 🐼 Tencent Games - LightSpeed & Quantum Studios

Dec. 2020 – Apr. 2021

- With ZeroMQ, implemented an asynchronous and high-performance C/C++ service framework based on the Router-Dealer prototype, which provides asynchronous and concurrent support for game AI training.
- Use Python to develop integrated tools, such as automatically pulling and matching the md5 value; Use deep learning inference frameworks NCNN and TNN for end-to-side acceleration and improve AI functions.

### 🌸 Huawei Technologies Co., Ltd. - CloudBU

Jun. 2019 – Aug. 2019

- Use C to complete load balancing of the gateway, and the limiting algorithm (leaky bucket, token bucket).
- Based on Python and Go to complete the IP script test tool, optimize the slow query of the client's IP.

## 👥 PROJECT EXPERIENCE

### RPC Framework([jiro-rpc-framework](#))

Sept. 2020 – Oct. 2020

- Through dynamic proxy, with the Netty transmission architecture, implemented automatic registration with asynchronous non-blocking and heartbeat notification, implemented a variety of serialization methods.
- Service registration and discovery based on Nacos realizes automatic service cancellation and load balancing strategies (random distribution, balanced weighted round-robin, consistent Hash).

### Distributed Systems ([MIT6.824-Labs](#))

May. 2020 – Oct. 2020

- Based on the MapReduce, implemented the master's distribution task and the worker's calculation task.
- Understand the Raft protocol and the heartbeat mechanism, such as the election and tenure, log synchronization and compression, member changes, and strong consistency.

## ⚙️ SKILLS

- Understand the operating system's memory management, TCP/IP protocol stack, and IO multiplexing.
- Skilled in Java, C++, Git and  $\LaTeX$ , familiar with network programming, had good programming style.
- Experienced in Spring, SpringBoot, MyBatis and other back-end frameworks, and basic design patterns.
- Experienced in Java concurrent programming, thread pool mechanism and the understanding of JUC library.
- Understand JVM memory distribution, class loader mechanism, garbage collection algorithm.
- Familiar with middleware such as Kafka, Elasticsearch and Thymeleaf template engine.
- Familiar with Linux command shell and Docker & virtual environments, and CI/CD Tools.

## 🏆 ACADEMIC COMPETITIONS

*National University Student Innovation Project* Awarded in Robot-arm vision calibration Mar. 2019  
*1<sup>st</sup> Prize* Awarded in Liaoning Province University Student Computer Application Competition Dec. 2018  
*1<sup>st</sup> Prize* Awarded in National College Student Mathematics Competition Dalian Division Jul. 2017

# 冯子扬

求职意向: 服务器后端开发 | 大数据研发

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## 🎓 教育背景

早稻田大学 硕士, 信息生产系统工学

2020.09 – 预计 2022.07 毕业

大连理工大学 学士, 计算机科学与技术

2016.09 – 2020.06

## 🏢 实习经历

☞ 阿里云 - 计算平台 DataWorks / 后端研发实习生

2021.4 – 至今为止

- 利用 SofaArk 框架, 对于类加载、类隔离机制的定制, 使得各插件互相隔离, 利用反射机制实现插件初始化, 和服务注册及引用, 打造了一个热部署的 hook 锚点机制的插件化管控中台。
- 使用 Quartz 任务调度框架, 通过其定时任务调度, 实现心跳的 failover 机制来保证中台的高可用; 使用线程池机制来实现异步高并发, 数据库使用双机房主从备份来保证高可用。

🎮 腾讯游戏 - 光子工作室群 / 后台开发实习生

2020.12 – 2021.4

- 以 ZeroMQ 为网络通信组件, 根据 Router-Dealer 原型开发了异步高性能的 C/C++ 消息分发中台, 为游戏 AI 训练提供异步并发的支持, 实现了动态接入服务节点和多种负载均衡策略。
- 使用 Python 开发集成工具类, 如自动拉取下载并匹配 md5 值, 处理腾讯云上 Docker 容器的创建销毁等操作; 使用深度学习推理框架 NCNN 和 TNN 进行端侧加速, 提高终端游戏 AI 功能体验。

🌸 华为技术有限公司 - 云核心网 / 软件开发实习生

2019.06 – 2019.08

- 使用 C 完成中间件对于网流量的监控和负载均衡, 理解限流算法 (漏桶、令牌桶)。
- 基于 Python 及 Go 完成查找 IP 所在地和脚本测试工具, 优化数据库中客户 IP 的慢查询。

## 👨‍💻 项目经历

RPC 框架 ([jiro-rpc-framework](#))

2020.09 – 2020.10

- 通过动态代理, 实现服务注册和引用, 实现 Netty 传输和通用序列化接口, 迭代项目的 IO 复用模型, 从 BIO 到 NIO (select 和 epoll), 实现了异步非阻塞和心跳通知机制。
- 实现自动注销服务和负载均衡策略 (随机分发, 平衡加权轮询, 一致性 Hash)。

MIT6.824 分布式系统 ([MIT6.824-Labs](#))

2020.05 – 2020.07

- 基于 MapReduce 算法, 实现了 master 的分发任务以及 worker 的计算任务, 实现了一个 word-counter。
- 理解 Raft 协议正常工作和心跳机制, 如选主与任期, 日志同步和压缩, 成员变更, 强一致性。

## ⚙️ 个人能力

- 理解操作系统的内存管理机制, 熟悉 TCP/IP 协议栈, 网络编程, IO 多路复用, 和常用设计模式。
- 熟悉 SpringBoot、SpringMVC、MyBatis 框架, 理解 MVC 三层架构, 理解 IOC 和 AOP 思想。
- 熟悉 Java 并发编程, 多线程和线程池机制以及常用 JUC 类库的底层原理。
- 理解 JVM 内存分布, 类加载、类隔离机制, 垃圾回收算法和常用 GC 调优策略。
- 理解数据库的 ACID 原则和三大范式, 熟悉 MySQL 的存储引擎、事务及隔离级别、锁、索引, Redis 的数据类型、过期和淘汰策略、缓存穿透和雪崩、分布式锁。
- 熟悉使用 Kafka, Elasticsearch 等中间件以及  $\text{LaTeX}$ , Markdown, Docker, Git 等工具。

## 🏆 学术竞赛

国家级大学生创新项目 机器人手臂视觉标定

2019.03

一等奖 辽宁省大学生计算机应用大赛

2018.12

一等奖 全国大学生数学竞赛大连赛区

2017.06