

ZIYANG FENG

Software Engineer: Backend Dev. & Full Stack

✉ fuujiro@qq.com · ☎ (+86) 155-2489-2259 · 🔗 <https://github.com/fuujiro>

🎓 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

Tencent Games - LightSpeed & Quantum Studios

Dec. 2020 – Present

- 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 the monitoring and load balancing of the gateway traffic by the middleware, and understand the current limiting algorithm (leaky bucket, token bucket).
- Based on Python and Go to complete the IP location and script test tool, optimize the slow query of the client's IP in the database.

👥 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

According to MapReduce and Raft papers, understand and reproduce the core framework of the paper.

- 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, and understand the three-tier MVC architecture.
- Familiar with Linux command shell and Docker & virtual environments, and CI/CD Tools.

🏆 ACADEMIC COMPETITIONS

<i>National University Student Innovation Project</i>	Awarded in Robot-arm vision calibration	Mar. 2019
<i>1st Prize</i>	Awarded in Liaoning Province University Student Computer Application Competition	Dec. 2018
<i>1st Prize</i>	Awarded in National College Student Mathematics Competition Dalian Division	Jul. 2017
<i>1st Prize</i>	Awarded in Dalian University of Technology "Ti" Cup Electronic Design Competition	Jun. 2017

冯子扬

求职意向: 后端开发 | 软件研发

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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

腾讯游戏 - 光子工作室群 / 后台开发实习生 2020.12 – Present

- 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 完成中间件对于网关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, 实现自动注册服务; 实现了多种序列化方式; 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。
- 基于 Nacos 的服务注册与发现, 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

根据 MapReduce, Raft 等经典论文, 理解并复现其论文核心框架。

- 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, 网络编程以及 IO 多路复用。
- 熟悉 Java、C++、Python、Go, 熟悉基本数据结构和算法, 有良好的编程风格。
- 理解 ArrayList、HashMap、ConcurrentHashMap 等 Java 类库的基本底层原理。
- 熟悉 Java 并发编程, 多线程和线程池机制以及 JUC 类库的使用, 理解基本的设计模式。
- 使用 Spring、SpringMVC、SpringBoot、MyBatis 等框架, 理解 IOC 以及 AOP 思想。
- 理解 JVM 内存分布, 类加载机制, 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 Thymeleaf 模板引擎, 理解 MVC 三层架构。
- 熟练使用 LaTeX, Markdown, Git 等工具, 理解 Docker 各组件及其命令, 了解 CI/CD 等 DevOps。

🏆 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
一等奖 大连理工大学 “Ti” 杯电子设计大赛 2017.05