

# ZIYANG FENG

Software Engineer: Backend Dev. & Full Stack

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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

## 👥 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 term and heartbeat mechanism of the Raft protocol, and how to achieve strong consistency.

## 🏢 INTERN EXPERIENCE

### Tencent Holdings Ltd. - 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, downloading, decompressing and matching the md5 value, and calculating the number of containers and automatically loading Unity games.

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

Jun. 2019 – Aug. 2019

- Implemented the monitoring of the gateway by the middleware and realize the load balancing of the gateway.
- Based on lua and go to complete the internal components of the company, to realize the logic between sub-modules and improve the usability of the system.

## ⚙️ SKILLS

- Skilled in Java, C++, Shell, Git and  $\text{\LaTeX}$ , Familiar with data structures & algorithms and network programming, had good programming style.
- Understand the operating system's memory management, TCP/IP protocol stack, and IO multiplexing.
- 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 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>1<sup>st</sup> Prize</i>	Awarded in Liaoning Province University Student Computer Application Competition	Dec. 2018
<i>1<sup>st</sup> Prize</i>	Awarded in National College Student Mathematics Competition Dalian Division	Jul. 2017
<i>1<sup>st</sup> 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

## 👨‍💻 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。不断迭代项目的 IO 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, 如何竞选投票, 如何实现强一致性。

## 🧑‍💻 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 原型来开发了一个异步高性能的 C/C++ 后台服务框架, 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 开发工作室的集成工具类, 如自动拉取下载解压缩并匹配 md5 值, 处理腾讯云上的 docker 容器的创建销毁, 以及计算容器数量归类 and unity 游戏自动加载等。

华为技术有限公司 - 云核心网 / 软件开发实习生 2019.06 – 2019.08

- 完成中间件对于网关流量的监控, 实现对网关流量的负载均衡, 理解限流算法的设计。
- 基于 lua 及 c 完成公司内部的组件和脚本测试, 实现子模块分离, 降低耦合性。

## ⚙️ 个人能力

- 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, 线程池机制以及 JUC 类库的使用。
- 使用 Spring、SpringBoot、MyBatis 等后端框架, 理解基本的设计模式。
- 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。
- 熟悉数据库的 ACID 原则和三大范式, MySQL 的使用以及性能优化, Redis 的 RDB、AOF 持久化机制以及缓存穿透和缓存雪崩。
- 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。
- 熟练使用 LaTeX, Markdown, Git 等笔记及效率工具, 熟悉 Docker 等沙盒虚拟环境, 了解 CI/CD 等 DevOps 测试。

## 🏆 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