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 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, 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 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

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