

# YI TIAN (LEO) LIU

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## SUMMARY

Over 10 years of work experience in IT  
Over 4 years experience in games  
Specialized in full stack development  
Extensive experience in cloud

React  
Unreal  
JavaScript/TypeScript  
Node.js

## EXPERIENCE

Jan-Jun 2024  
full time

### Dynamic Build Engineer

Timbre Games

- Automatically scaled a build farm on demand
- Automate game build task on Teamcity

*Projects: Auto-scaling build farm*

*Configuring the integration among different components like Perforce, Teamcity and AWS (EC2 and EBS) to allow auto scaling build agents on demand. Reduced build queue time by 80%*

2022 – 2023  
full time

### Senior DevOps Engineer

Offworld Industries

- Delivered a web application called Robomerge to boost development productivity by 90%
- Led website and game web services development and operation to increase reliability by 40%

*Projects: Robomerge*

*Integrated an open-source utility in the Unreal Engine to the team's process to automatically merge code branches and warn people on Slack about any conflicts. IT saved the game team hundreds of hours every month to deal with merge conflicts*

2019 – 2022  
full time

### DevOps Site Reliability Engineer

Readymode

- Built a infra provision tool to help the company to save engineers 100+ hours per week
- Built a deployment tool to help the company to increase system reliability by 200%

*Project: Infrastructure Provisioning Automation*

*The sale team was doing too well, so our customers grew too rapidly. We needed more servers. We are asked to manually install OS and software dependencies repeatedly to keep up with our growth. I fully committed to the task assigned, but I learn how to automate the process whenever I have time. After a while, I managed make the process 80% faster by automating with Python, Ansible and AutoIT.*

*Project: Committee II*

*As the number of our servers grow rapidly, code deployment became very unreliable. Things break often. We need to efficiently and reliably deploy the code with the flexibility on who gets what version. I rewrote our code deployment tool called "Committee". It was faster and kept records in the database. The new deployment tool was faster and more reliable with visibility, flexibility and easy to rollback.*

Jul - Oct 2019  
full time

### Software Development Engineer

PayByPhone

- Improved a .NET application a bit with test-drive development in C#
- Expanded the functionality of an API service by Integrating AWS web services
- Enhanced some AWS cloud infrastructure orchestration with terraform

2016 – 2019  
full time

### Intermediate Software Development Engineer

Readymode

- Led a team to build a sales pipeline system to help users to grow their sales by 200%
- Led a team to create a gamification system to train 100k+ users to learn software features
- Led a team to create an advance search system to improve lead info search speed by 70+ %
- Built a licensing system to help the company to collect 30+ thousands dollars missing revenue
- Created a system to track tech support agents stat to reduce management workload by 80%

#### *Project: Gamification Training System*

*Led a team to create a gamified training system with quests for learning complex software features. Collected user data for troubleshooting and assessment. Accelerated user onboarding and improved training engagement.*

#### *Project: Sales Pipeline Optimization*

*Developed a fast-performing application to track sales leads and bottlenecks. Used data caching, aggregation, and query optimization for speed. Improved customer ability to manage sales pipelines effectively.*

2014 – 2016  
full time

### Junior Software Development Engineer

Readymode

- Developed a payment website to help over 1000+ clients to make payment online easily
- Developed call center data reports to improved data visibility to gain 100+ user complements

#### *Project: Tech Support Performance Management System*

*Created a system to track tech support agents' work hours and calculate wages accurately. Ensured fair pay, motivated punctuality, and clarified promotion criteria.*

#### *Project: Agent, Call Log, and Dialer Reports*

*Developed reports to extract and present call center data with filtering, sorting, and heatmap features. Improved data visibility, enabling better decision-making.*

2012 – 2014  
full time

### Interactive Test Engineer

Gaming Laboratories International

- Performed source code review on gambling software to ensure fidelity
- Developed software programs to automate repetitive testing procedures
- Performed manual QA tests and regression tests to detect software bugs

## EDUCATION

2008 – 2012

### Bachelor's Degree

University of British Columbia

Computer Engineering Software Option

2018

### In-person Training

Agile 42

Introduction to Agile and Scrum

2019

### Online Training

CLOUDXLAB

Introduction on Deep Learning