YI TIAN (LEO) LIU

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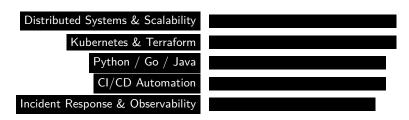
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SUMMARY

Experienced Site Reliability Engineer and Full-Stack Developer with 10+ years building and operating large-scale distributed systems. Passionate about improving reliability, scalability, and developer velocity through automation, object-oriented design, and deep infrastructure knowledge—across cloud and on-prem environments.



EXPERIENCE

Nov2024-Now Site Reliability Engineer

Shein, San Diego, CA, USA

Ensure reliability and performance of SHEIN's large-scale global infrastructure with 50,000+ servers and millions of daily requests.

- Designed object-oriented apps to optimize complex infrastructure workflows.
- Developed automation for disk/network ops, cutting manual work by 70%+ across thousands of nodes.
- Achieved 99.998% uptime with proactive on-call, testing, chaos drills, and resilience engineering.
- Led incident management with SLA goals: MTTA < 1 min, MTTD < 5 min, MTTR < 10 min.
- Managed Kubernetes clusters with thousands of nodes, ensuring zero downtime deployments.
- Improved MySQL, Redis, Kafka throughput, reducing avg query latency by 50%.
- Implemented observability with VictoriaMetrics and Grafana, cutting false positives by 40%.
- Scaled Azure infra globally with 30% cost savings.
- Advanced Unix/Linux ops via shell scripting and CLI tools.

Projects: NSG Management App; Automated Disk Replacement saving \$80K/month.

Dec2024-Aug2024 Build and Release Engineer

Tencent - Timbre Games, Vancouver, Canada

Automated game builds on TeamCity, designed auto-scaling build farm with Perforce, TeamCity, AWS

EC2/EBS; reduced build queue time by 80%.

Jan2022-Dec2023 DevOps Engineer

Offworld Industries, New Westminster, Canada

Delivered Robomerge improving dev productivity 90%; boosted service reliability 40%; saved hundreds

of monthly hours via Unreal Engine integration.

Oct2019-Jan2022 Site Reliability Developer

Readymode, Vancouver, Canada

Automated infra provisioning with Python, Ansible, AutoIT (80% faster); redesigned deployment tool

"Committee" for 200% reliability increase.

Jul2019-Oct2019 Software Development Engineer

Volkswagen - PayByPhone, Vancouver, Canada

Improved .NET app via TDD in C#; expanded AWS API; enhanced infra with Terraform.

Jan2016–Jul2019 Intermediate Software Development Engineer

XenCALL, Vancouver, Canada

Built sales pipeline system increasing sales 200%; created gamified training used by 100K+ users; de-

veloped advanced lead search (70% faster) and license recovery system.

Mar2014–Jan2016 Junior Software Development Engineer

XenCALL, Vancouver, Canada

 $\label{eq:continuous} Developed secure portal for 10K+ customers; created performance management and call report systems.$

Jul2012–Jan2014 Interactive Test Engineer

Gaming Laboratories International, Burnaby, Canada

Reviewed source code for gambling compliance; automated testing with C++ and manual QA.

EDUCATION

Bachelor's Degree of Computer Engineering (Software Option)

University of British Columbia

2008 - 2012