

# YI TIAN (LEO) LIU

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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.

Distributed Systems & Scalability	
Kubernetes & Terraform	
Python / Go / Java	
CI/CD Automation	
Incident Response & Observability	

## EXPERIENCE

Nov2024–Now	<b>Site Reliability Engineer</b> Ensure reliability and performance of SHEIN's large-scale global infrastructure with 50,000+ servers and millions of daily requests. <ul style="list-style-type: none"><li>- Designed object-oriented apps to optimize complex infrastructure workflows.</li><li>- Developed automation for disk/network ops, cutting manual work by 70%+ across thousands of nodes.</li><li>- Achieved 99.998% uptime with proactive on-call, testing, chaos drills, and resilience engineering.</li><li>- Led incident management with SLA goals: MTTA &lt; 1 min, MTTD &lt; 5 min, MTTR &lt; 10 min.</li><li>- Managed Kubernetes clusters with thousands of nodes, ensuring zero downtime deployments.</li><li>- Improved MySQL, Redis, Kafka throughput, reducing avg query latency by 50%.</li><li>- Implemented observability with VictoriaMetrics and Grafana, cutting false positives by 40%.</li><li>- Scaled Azure infra globally with 30% cost savings.</li><li>- Advanced Unix/Linux ops via shell scripting and CLI tools.</li></ul> <i>Projects: NSG Management App; Automated Disk Replacement saving \$80K/month.</i>	Shein, San Diego, CA, USA
Dec2024–Aug2024	<b>Build and Release Engineer</b> Automated game builds on TeamCity, designed auto-scaling build farm with Perforce, TeamCity, AWS EC2/EBS; reduced build queue time by 80%.	Tencent - Timbre Games, Vancouver, Canada
Jan2022–Dec2023	<b>DevOps Engineer</b> Delivered <i>Robomerge</i> improving dev productivity 90%; boosted service reliability 40%; saved hundreds of monthly hours via Unreal Engine integration.	Offworld Industries, New Westminster, Canada
Oct2019–Jan2022	<b>Site Reliability Developer</b> Automated infra provisioning with Python, Ansible, AutoIT (80% faster); redesigned deployment tool "Committee" for 200% reliability increase.	Readymode, Vancouver, Canada
Jul2019–Oct2019	<b>Software Development Engineer</b> Improved .NET app via TDD in C#; expanded AWS API; enhanced infra with Terraform.	Volkswagen - PayByPhone, Vancouver, Canada
Jan2016–Jul2019	<b>Intermediate Software Development Engineer</b> Built sales pipeline system increasing sales 200%; created gamified training used by 100K+ users; developed advanced lead search (70% faster) and license recovery system.	XenCALL, Vancouver, Canada
Mar2014–Jan2016	<b>Junior Software Development Engineer</b> Developed secure portal for 10K+ customers; created performance management and call report systems.	XenCALL, Vancouver, Canada
Jul2012–Jan2014	<b>Interactive Test Engineer</b> Reviewed source code for gambling compliance; automated testing with C++ and manual QA.	Gaming Laboratories International, Burnaby, Canada

## EDUCATION

2008 – 2012	Bachelor's Degree of Computer Engineering (Software Option)	University of British Columbia
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