







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 **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, MTTR < 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; developed advanced lead search (70% faster) and license recovery system.
- Mar2014–Jan2016 **Junior Software Development Engineer** **XenCALL, Vancouver, Canada**
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

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