

# YI TIAN (LEO) LIU

Richmond, BC, Canada  
+1 604 724 9000  
leoyitianliu@gmail.com

leoyitianliu.com  
github.com/illidan333  
@leoyitianliu

## SUMMARY

Over 10 years of work experience in IT

Over 6 years experience in DevOps/SRE

Specialized in full stack dev and DevOps

Extensive experience in on-premise & cloud



## EXPERIENCE

2024 - Now  
full time

### Site Reliability Engineer

SHEIN Technology LLC (under SHEIN Group)

Contributing to the reliability and availability of the system

- Enhancing system reliability and availability by achieving uptime of 99.998%.
- Improving incident response and resolution to minimize downtime and impact by meeting SLA goals of MTTA < 1 min, MTDD < 5 min, MTTR < 10 min, managing incidents.
- Optimizing system performance and scalability by planning capacity, exercising scaling, and ensuring system efficiency.
- Fostering SRE team development and collaboration to drive system reliability and innovation.
- Driving continuous improvement and innovation in SRE practices.

2024  
full time

### Dynamic Build Engineer

Timbre Games (under Tencent)

- 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 Perfcore, 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 sales 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 to make the process 80% faster by automating with Python, Ansible and AutoIT.*

*Project: Committee II*

*As the number of our servers grew 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.*

2019 full time	<b>Software Development Engineer</b> - 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	PayByPhone (under Volkswagen)
2016 – 2019 full time	<b>Intermediate Software Development Engineer</b> - 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%  <i>Project: Gamification Training System</i> <i>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.</i>  <i>Project: Sales Pipeline Optimization</i> <i>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.</i>	Readymode
2014 – 2016 full time	<b>Junior Software Development Engineer</b> - 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  <i>Project: Tech Support Performance Management System</i> <i>Created a system to track tech support agents' work hours and calculate wages accurately. Ensured fair pay, motivated punctuality, and clarified promotion criteria.</i>  <i>Project: Agent, Call Log, and Dialer Reports</i> <i>Developed reports to extract and present call center data with filtering, sorting, and heatmap features. Improved data visibility, enabling better decision-making.</i>	Readymode
2012 – 2014 full time	<b>Interactive Test Engineer</b> - 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	Gaming Laboratories International

## EDUCATION

2008 – 2012	<b>Bachelor's Degree</b> Computer Engineering Software Option	University of British Columbia
2018	<b>In-person Training</b> Introduction to Agile and Scrum	Agile 42
2019	<b>Online Training</b> Introduction on Deep Learning	CLOUDXLAB