




LILI LIANG

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EDUCATION

Carnegie Mellon University (Incoming Student)	Mountain View, CA
Master's degree, Master of Science in Software Engineering	08/2024 – 12/2025
Northeast Normal University	Changchun, China
Bachelor's degree, B.Eng. in Software Engineering	09/2017 – 06/2021

TECHNICAL SKILLS

Programming Languages: Golang, Java, C/C++, SQL, Python, JavaScript, HTML/CSS, Markdown

Frameworks: RPC(Thrift), RocketMQ, Kafka, SpringBoot, MyBatis, Node.js, Zookeeper

Databases: MySQL, Redis, ElasticSearch, Hive, MongoDB

Tools and Services: Linux, Git, \LaTeX , Swagger, Google Cloud Platform, Amazon Web Services,

WORK EXPERIENCE

ByteDance (Parent company of TikTok)	Shenzhen, China
<i>Backend Software Engineer Full-time, TikTok E-commerce Fulfillment Group</i>	07/2021 – 10/2023
<ul style="list-style-type: none">• Merchant Fulfillment: <i>Core developer.</i> Supported the construction of the multi-end capabilities for merchant fulfillment and launched 23+ large and medium-sized projects. The business order volume has grown from 56k to 10 million.• OpenAPI: <i>Business owner.</i> Reviewed the historical architecture, tracked online issues, identified and promptly addressed 16 historical bugs. Based on software development principles, took the lead in formulating interface change specifications.• Stability Construction: <i>Business owner.</i> Completed the basic construction of business problem troubleshooting tools, including the full-link tool reporting SDK, data cleaning, and full-scenario data dashboard, etc. For online problem solving, it saved 75% of human resources (21 people to 5 people).• Achievement<ul style="list-style-type: none">◦ Annual performance appraisal: Exceed Expectation and promoted (top 1%)◦ Global E-Commerce <i>Spot Bonus</i> Award (Outstanding Job Performance, top 3%)	

PROJECT EXPERIENCE

Fulfillment Decision System and Configuration SDK Project @ByteDance	09/2022 – 11/2022
<i>Project Owner. Technologies: Golang, KiteX, RocketMQ, SDK, RPC, Metrics, Grafana</i>	
<ul style="list-style-type: none">• Implemented an action decision system that can encapsulate business decision logic, achieve configurability, support grayscale release mechanism and exception rollback.• Converted 25 business rules into rule expressions in the MVP version and designed a rule engine to complete the logical calculation of the regular expression.• Used the company's basic component TCC to configure rules, provide rule management, and read and write capabilities. Completed the configuration management of business rules.• Designed an action verification service based on the rule engine, which could offer two integration methods, SDK and RPC, preventing single-point issues.• Result: 3 months after being launched, access to SDK QPS: 1.1k, access to RPC QPS: 115 (B-side business).	
Fulfillment Oncall Tool Efficiency Improvement Project @ByteDance	12/2022 – 03/2023
<i>Project Owner. Technologies: Golang, KiteX, SDK, ElasticSearch, Hive, RocketMQ, Metrics, Grafana</i>	
<ul style="list-style-type: none">• Abstracted the key actions in each business, classified key actions according to e-commerce scenarios, and designed common reporting business data for each key action.• Designed a general business data reporting SDK for low-cost access to business services. Pushed the reported data to ES via RocketMQ.• Exported ES data to the data analysis platform through Hive for PM and operations to perform data analysis.• Result: Based on the data reported by ES, SDE can quickly check the full-scenario data of the order based on the key ID. For online problem solving, it saved 75% of human resources (21 people to 5 people).	