




# LILI LIANG

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## EDUCATION

<b>Carnegie Mellon University</b> (Incoming Student)	Mountain View, CA
<i>Master's degree, M.S. in Software Engineering</i>	08/2024 – 12/2025
<b>Northeast Normal University</b>	Changchun, China
<i>Bachelor's degree, B.Eng. in Software Engineering</i>	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

<b>ByteDance</b> (Parent company of <i>TikTok</i> )	Shenzhen, China
<i>Backend Software Engineer <b>Full-time</b>, TikTok E-commerce Fulfillment Group</i>	07/2021 – 10/2023
<ul style="list-style-type: none"><li>• <b>Merchant Fulfillment:</b> <i>Core developer.</i> Supported the construction of the multi-end capabilities for merchant fulfillment and launched 23+ large and medium-sized projects. The average daily order volume of the business increased from 56k to 10 million.</li><li>• <b>OpenAPI:</b> <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.</li><li>• <b>Stability Construction:</b> <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).</li><li>• <b>Achievement</b><ul style="list-style-type: none"><li>◦ <b>Annual performance appraisal: Exceed Expectation and promoted</b> (<i>Top 1%</i>)</li><li>◦ Global E-Commerce <i>Spot Bonus</i> Award, Outstanding Job Performance (<i>Top 3%</i>)</li></ul></li></ul>	

## PROJECT EXPERIENCE

<b>Fulfillment Decision System and Configuration SDK Project @ByteDance</b>	09/2022 – 11/2022
<i>Project Owner. Technologies: Golang, KiteX, RocketMQ, SDK, RPC, Metrics, Grafana</i>	
<ul style="list-style-type: none"><li>• Implemented an action decision system that can encapsulate business decision logic, achieve configurability, support grayscale release mechanism and exception rollback.</li><li>• 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.</li><li>• 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.</li><li>• Designed an action verification service based on the rule engine, which could offer two integration methods, SDK and RPC, preventing single-point issues.</li><li>• <b>Result:</b> 3 months after being launched, access to SDK QPS: 1.1k, access to RPC QPS: 115 (B-side business).</li></ul>	
<b>Fulfillment Oncall Tool Efficiency Improvement Project @ByteDance</b>	12/2022 – 03/2023
<i>Project Owner. Technologies: Golang, KiteX, SDK, ElasticSearch, Hive, RocketMQ, Metrics, Grafana</i>	
<ul style="list-style-type: none"><li>• 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.</li><li>• Designed a general business data reporting SDK for low-cost access to business services. Pushed the reported data to ES via RocketMQ.</li><li>• Exported ES data to the data analysis platform through Hive for PM and operations to perform data analysis.</li><li>• <b>Result:</b> 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).</li></ul>	