

LUO JIA

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🎓 EDUCATION

Huazhong University of Science and Technology (HUST), Wuhan, China 2018/09 – Present
Undergraduate student in Computer Science (CS), Graduation Date: 2022/06

👥 EXPERIENCE

Hangzhou EaseCation Information Technology Co.,Ltd., Hangzhou, China 2015/05 – Present
Distributed Systems Dept. of Game Engine, Manager: Fang Yizhou

Taken part in building servers to process massive users for a popular mobile phone game.

- Developed parts of server-side game engines including Nukkit. Worked together with NetEase Games.
- Help creating iTX Nemisys distributing system to handle 20k+ online users with rapid data exchange.

The Funcraft Workgroup (NPO), Ningbo, China 2014/11 – 2015/05
Opensource Developer / Database Manager Development Team One

Built open source programs to enrich the ecosystem of game engines.

- Help crating the CodeFunCore framework, utils for internal resource distribution and managemant.
- Designed database structure and procedures for Funcraft, later used in EaseCation to carry 29m+ users.

☰ PROJECTS

Nukkit Game Engine <https://github.com/nukkit/nukkit>
Popular feature-rich commercial server side game engine with good ecosystem. 700+ stars on GitHub.

- Full support for complex game logic and client editions with a developer-friendly plugin system.
- Java's popular Netty based network layer, capable to iTX Synapse server grouping protocol.
- Online for years; commented "Good" by studio in NetEase; adopted by 24serv, a Russian VPS host.

Coruscant (WIP) <https://github.com/luojia65/coruscant>
Experimental game engine library. Contains data serialization, noise generation and file formats by now.

- Supports Rust-favored Serde framework, serialize NBT format up to 790 megabytes per second.
- Planned to use SIMD instructions to noise generation, UTF-8 validation and performing string unescape.

⚙️ SKILLS

- **Programming Languages:** in favor of Rust. Comfortable with Kotlin/Go/Java/MySQL/C#/Assembly.
- **Rust:** 1 year of experience. Familiar with Mio/Serde for network, Embedded-Hal for embedded. Learning Vulkano/Actix-Web. Major use in both exercising, learning algorithms and building projects.
- **SIMD:** understand the FastJSON algorithm and simple accelerations, learning SIMD for cryptography. Familiar with x86_64 sse/avx, both intrinsics and assembly; learning arm neon and RISC-V's V extension.
- **Commercial Projects:** good on them. Experienced in maintaining and improving security system for massive users. Sensitive on common demands and designs for large scale projects.
- **Opensource:** very active on community. Submitted RFC 2517 to the Rust programming language. Active to share exercise projects on GitHub. Publish open source crates on crates.io website.
- **Writing:** published articles on columns, have a good responsibility on translating esp. proper names.
- **Developing Tools:** fluent on VSCode, comfortable with JetBrains IDEs.

♡ HONORS AND AWARDS

Rust Internals: *New User of the Month Award*; 24 person per year

2018/08

i MISCELLANEOUS

- My real name is Jiang Zhouqi; Luo Jia is my penname.
- Blog: <https://luojia.cc> (not frequently updated)
- GitHub: <https://github.com/luojia65>
- Zhihu column: https://zhuanlan.zhihu.com/c_1078248076300521472
- Languages: English - Maybe fluent, Mandarin - Native speaker, Russian - Only some from co-working
- Play several traditional Chinese instruments