马福龙

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ℹ 个人信息

- 男，1997 年出生
- 当前工作：服务端研发，字节跳动TikTok部门
- 工作经验：3 年，求职意向：服务端研发

🎓 教育经历

- 本科，中南大学 (985)，计算机科学与技术专业，2015.09 - 2019.06
- GPA：3.64/4.0 专业排名前 10%(获得浙江大学等直研资格) 英语 CET6
- 论文：作为第一作者，发表 SCI 论文一篇《A Time and Location Correlation Incentive Scheme for Deeply Data Gathering in Crowdsourcing Networks》
- 荣誉奖励：数学建模湖南赛区省级一等奖、屈原奖学金、国家励志奖学金、中南大学优秀毕业生、中南大学优秀学生、中南大学学年一等奖学金等

💼 工作经历

- **字节跳动，上海，服务端研发工程师，2019.7 – 至今**
  - 负责C端产品TikTok的站内信Notice的服务端设计开发和维护，对接众多业务接入，支撑 6 亿DAU、全球跨洲异地多活，并参与存储演进、主导多机房建设等。站内信Notice主要包括互动消息 (如点赞关注评论等，特点是上游多、流量大，TPS>1e6) 及系统通知 (如广告、推广、退款通知等)。
  - 负责教育C端产品大力台灯的服务端设计、开发，支持销售量从0至20w+，沉淀内容管理系统 CMS有效支撑端上一起学模块，提高产品用户长期留存。
  - 设计并开发Golang代码脚手架，配合Golang代码规范落地，包括项目结构方面达成统一，提升开发效率如 CRUD 代码的生成，并全部门内推广使用且加入到新人培训环节中。
  - 推动公司部门单元测试落地，输出单元测试业务实践，实践文档被近3k工程师观看，有效提高单测效率及合入代码质量保证，并受公司技术学院邀请开设《单元测试与业务实践》课程，担任技术学院讲师，学员反馈超出预期。
- **社区贡献**: 累计申请专利20+(第一发明人) | 作为讲师于掘金平台上开设《Go 工程实践》

🗂 项目经历

- **TikTok 站内信 Notice | 字节跳动**
  - 负责TikTok的站内信Notice的服务端设计开发和维护，对接众多业务接入，对Notice架构进行演进改造，加强管控及容灾能力，并简化重构降低接入成本。其中作为Notice的TTP 项目 (甲骨文Oracle作为可信服务提供商，新IDC 名为TTP) 的owner，主导新IDC建设及合规改造。作为owner，主导tiktok inapp push从0到1建设，并支持点赞关注评论等接入。
- **内容管理系统 CMS | 字节跳动**
  - 作为owner，从0到1建设内容管理系统CMS，用于教研生产内容，有效支撑端一起学模块，增加长期留存，补齐产品短板。其中activity作为最小最基本的资源访问单位，activity和activity之间通过流程编排bpm驱动执行。后期为教研内容编辑生产与发布上线分离，增加多版本管理以及上线内容端上提前预览的能力。

🔧 技能清单

- 熟悉 Golang，了解 Python，Java，C/C++。
- 熟悉 MySQL、Redis、Kafka，了解 http、websocket、quic 等网络协议。
- 了解 Linux、Git，了解 Etcd 等常用分布式组件及协议。

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PERSONAL INFORMATION

- SWE in ByteDance TikTok **|** Work experience: 3 years **|** Age: 25 **|** Job hunting: SWE

🎓 EDUCATION

- Central South University (985), Bachelor of Computer Science, *Sep 2015 – Jun 2019*
- GPA: 3.64/4.0 Top 10%, English: CET6
- Honors/Awards: National Encouragement Scholarship (Top 2%), The First Prize Scholarship (Top 5%), Outstanding Graduates (Top 5%)
- Others: As the first author, published SCI Paper : 《 A Time and Location Correlation Incentive Scheme for Deep Data Gathering in Crowdsourcing Networks 》

💼 PROFESSIONAL EXPERIENCE

- **ByteDance**, Back-End Software Engineer, *Shanghai, July 2019 – NOW*
  · Back-End Development for the the Notice System (TPS > 1e6) in TikTok (DAU: 600 million), supported business parties to access Notice , led the construction of multiple IDCs, other works for supporting new features or optimizing system stability, etc.
  · Back-End Development for the ToC product app in education field, supported the sales from 0 to 20w+, designed the content manage system CMS, which effectively supports the learning module in app and improved the long-term retention of product users.
  · Designed the code tool to generate Golang code by configuration such as the code generation of CRUD, which improved development efficiency and was used in the department.
  · Promoted the landing of Golang's unit testing. Outputed the best practice in UT, viewed by nearly 3k engineers in company. After invited by the company's technical college to open the course "Unit Testing" as a lecturer, feedback from the students exceeded expections.
- **Community**: [20+ Patents as the first inventor](#) | [Sharing of Go Engineering Practice](#)

🔀 Selected Project Experience

- **TikTok Notice | ByteDance**
  · Participated in the design and development of the Notice System, supported business parties to access Notice, enhanced the control management and disaster recovery capabilities. As the owner of TTP Project (Oracle as the trusted service provider), led TTP IDC construction and compliance refactor. As the owner, led the construction of inapp push from 0 to 1, and supported access of likes, follows, and comments, etc.
- **Content Manage System | ByteDance**
  · As the owner, designed content manage system CMS, which effectively supports the learning module in app and improved the long-term retention of product users. Used the Activity as the most basic unit of access, which is flexibly driven by BPM. Solved the multi-version problem and added preview ability in advance by storage separation, etc.

🛠️ PROFESSIONAL SKILLS

- Programmer Languages: Golang (Frequent), Python/C++/Java (Basic, once used).
- Mysql (Frequent), Redis (Frequent), Kafka (Frequent), Elastic-Search (Basic).
- Understand common network protocol, such as Http, WebSocket, Quic.