

Ma Yunzhe

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Education

Tokyo Tech

MS in Computer Science
GPA: 3.7 / 4.0
Tokyo, Japan
2020.04-2022.03 (Expected)

Zhejiang University

BE in Computer Science
GPA: 3.5 / 4.0
Hangzhou, China
2013.09-2017.07

Links

Github:// **myzWILLmake**
HP:// **yunze.me** (In Chinese)

Coursework

Graduate

Distributed Algorithms
Computer Network
Cryptography
Augmented Reality
English Speaking

Undergraduate

Data Structure and Algorithms
Operating Systems
Databases
Python Programming
Information System Security

Skills

Programming

Over 5000 lines
Go • C++ • Lua • Python
1000 - 5000 lines
C# • Javascript • C • HTML
Less than 1000 lines
SQL • Shell • Rust

Technologies

Familiar
Git • Linux • Redis • Unity •
Markdown
Knowledge
Docker • SVN • MongoDB •
Regex • Vue.js

Experience

NetEase Games Backend Game Engineer

2018.11 - 2019.04 | Hangzhou, China | Leihuo Studio

- Developed the server-side of a two-player card mobile online game.
- Based on Lua as script runtime and c++ as the server engine.
- Implemented the server-side logic, including the achievement system, game managment system, mail system and event system.

NetEase Games Backend Game Engineer

2017.07 - 2018.11 | Hangzhou, China | Pangu Studio

- Developed the server-side of a multi-player realtime battle online mobile game.
- Based on Lua as script runtime and c++ as the server engine.
- Designed and implemented the comminucation framework around the servers, it passed the stress test and had run online for 1 year.
- Implemented the bot testing framework, provided supporting for the stress test.

NetEase Games Game Developer (Intern)

2016.08 - 2017.05 | Hangzhou, China | Pangu Studio

- Developed the initial game prototype demo, it passed the internal review and became an official project.
- Designed and implemented the game spectating system.

Projects

Consensus-go Owner

2020.04 - 2020.09

- Based on Go, implemented the distributed consensus algorithms.
- Including paxos, raft, pbft and hotstuff.
- It provided engineering supporting for the further research in the lab.

Game Spectating System Owner

2017.02 - 2017.05

- Based on Unity as the client, and Python as the streaming server.
- Decoupled streaming and playback data from the logic server, reduced its stress on processing these data and also allows dynamic deployment.
- It provided the spectating framework solution for mobile games, and it has been used in 2 games in the studio.

Open Source Contributions

hotstuff-go

PBFT consensus algorithm implemented by Go

bgmgo

Anime bangumi subscription CLI tool implemented by Go

poi

A scalable browser for Kantai Collection implemented by Electron and React

Awards

2020 Scholarship

2016 3th Prize

2012 1st Price TOP(15/2000)

JASSO for Exchange Students

Academic Scholarship in Zhejiang University

National Olympiad Informatics in Provinces (NOIP)

Language

English Fluent
Japanese Daily Conversation
Chinese Native

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