

Raighne Weng

SENIOR BACKEND DEVELOPER

China

✉ raighne.weng@gmail.com | 🏠 raighne.xyz | 📷 raighnew | 🌐 raighnew

“An engineer who values clean architecture, scalability, and continuous learning.”

Summary

I am an IT engineer who admires engineering culture, loves computer science, and is always eager to learn new things. With strong experience in backend and DevOps, I specialize in building scalable, high-performance systems. Currently seeking a development engineer role where I can contribute to impactful projects.

Skills

- DevOps** Kubernetes, Helm, API Gateway, Terraform, Gitops
- Backend** TypeScript, Python, Go, Postgres, Redis, MongoDB, Elasticsearch, SQS, gRPC
- Other** TensorFlow, React

Experience

WorkStream (California-based HR/Payroll Platform)

SENIOR BACKEND DEVELOPER

Remote
Jul 2024 – Present

- Joined the Time Shift team to drive new feature development in a high-scale HR and payroll product.
- Collaborated with product managers to deliver functionality enhancing user experience and scalability.
- Focused on high-performance, resilient, and maintainable backend solutions.

Datature (AI Vision Startup)

BACKEND DEVELOPER

Singapore
Aug 2022 – Jun 2024

- Led the development of public APIs and SDKs enabling clients to upload/annotate assets and train/deploy ML models.
- Architected scalable backend systems deployed on Google Kubernetes Engine.
- Implemented API gateway policies with Kong, including key authentication and rate limiting.

StoreHub (New Retail Startup, Series A USD 8.9M)

BACKEND DEVELOPER

China
Mar 2019 – Aug 2022

- Developed payment services and integrated third-party payment systems (TNG, Stripe, GrabPay) across POS and online platforms.
- Migrated company infrastructure to microservices architecture using Kubernetes.
- Applied Domain-Driven Design (DDD) principles to improve maintainability and scalability.

Projects

Public API and SDK

DATATURE

- Developed public API in TypeScript with auto-deployment on GKE and documentation portal integration.
- Built Python SDK with CLI, enabling users to upload assets and integrate platform features seamlessly.
- Implemented Kong gateway policies (authentication, rate limiting) to secure public services.

Payment and Payout Service

STOREHUB

- Designed TypeScript-based payment service integrating multiple third-party providers with polymorphism.
- Employed Test-Driven Development (TDD) to ensure robustness and reliability.

Kubernetes Projects

DATATURE

- Developed full CI/CD pipeline for rolling updates and rapid rollback in Kubernetes.
- Wrote custom Lua rate-limiting plugin for Kong, improving stability under high traffic.
- Integrated cluster monitoring with Grafana for observability and health checks.

Education

Hunan Institute of Technology

BACHELOR'S DEGREE IN COMMUNICATION ENGINEERING

China

2013 – 2017

- Graduated with strong foundation in engineering and computer science.