

### Objective

Experienced Senior DevOps Engineer with a strong background in cloud-native software development, seeking to leverage expertise in innovative cloud services and enabling technologies.

### Work Experience

- Nov 2021 – **Senior DevOps Engineer, SAP SE, Munich**  
Present
  - Hands-on experience in LLM fine-tuning and inference (Ludwig, Llama factory, Azure/OpenAI API, Argo workflows)
  - Managed Kubernetes clusters via GitOps principles (Helm, Kustomize, ArgoCD)
  - Developed Kubernetes operators and integrated cloud-native services with SAP's business technology platform
  - System DevOps in automotive network project Catena-X (Golang, ArgoCD, Docker, K8S, GitHub Actions)
- Mar 2018 – **Senior Software Developer, SAP Customer Experience, Munich**  
Oct 2021
  - Backend development (Golang, Node.js, OpenAPI Spec, Docker, K8S)
  - Implemented CI/CD pipelines and end-to-end tests
  - Conducted API stress tests using Locust framework
  - Guided junior developers and served as Scrum Master
- Jan 2016 – **System DevOps, SAP Hybris, Munich**  
Feb 2018
  - Provided consultancy support and technical advice for private cloud platforms
  - Built internal tools for DevOps automation (Java, Spring Boot, Bash, MySQL)
- Sep 2011 – **Research Engineer, DOCOMO Communications Laboratories Europe, Munich**  
Dec 2015
  - Researched and developed augmented reality applications and indoor localization technologies
  - Developed Android prototypes and customized DASH video players
  - Presented demos at major events, such as NTT DOCOMO R&D Open House 2011 in Japan

### Education

- Jun 2009 – **Master of Engineering in Mobile Computing, National University of Singapore, Singapore**  
Aug 2011
  - Published two Android games on Google Play Store
  - Conducted research in augmented reality and mobile visualization, publishing 6+ conference papers and a book chapter
  - Supervised undergraduate dissertations and received multiple awards, including the Splash Award from the Singapore Computer Society

- Sep 2006 – **Bachelor of Engineering in Computer Engineering**, *National University of Singapore*, Singapore  
 May 2009  
 ○ Final year dissertation on P2P multicast traffic theory  
 ○ Received Dean's List award in 2006 and 2009
- Jul 2003 – **Diploma of Merit in Mechatronic Engineering**, *Ngee Ann Polytechnic*, Singapore  
 Feb 2006  
 ○ Designed and implemented a vision-controlled entertaining robot  
 ○ Received multiple awards, including the Innovative Mechanism Design Award and Book Prizes for best performance

## Selected Publications

- [1] W. Kiess, **Yuan Xun Gu**, S. Thakolsri, M. R. Sama and S. Beker, "SimpleCore: A connectionless, best effort, no- mobility-supporting 5G core architecture," 2016 IEEE International Conference on Communications Workshops (ICC), Kuala Lumpur, 2016, pp. 367-372.
- [2] A. Al-Nuaimi, R. Huitl, S. Taifour, S. Sarin, X. Song, **Y.X. Gu**, E. Steinbach, M. Fahrmaier (2013), Towards location recognition using range images, 2013 IEEE International Conference on Multimedia and Expo (ICME2013), Workshop on Hot Topics in 3D (Hot3D), San José , USA
- [3] Li, N., **Gu, Y.X.**, Chang, L., Duh, H.B.L. (2011). Influences of AR-supported Simulation on Learning Effectiveness in Face-to-face Collaborative Learning for Physics. In the Proceedings of the 11th IEEE International Conference on Advanced Learning Technologies, Athens, GA, USA
- [4] **Gu, Y. X.**, Li, N., Chang, L. Duh, H.B.L. (2011). A Collaborative Augmented Reality Networked Platform for Edutainment, In T. Huang, L. Alem. Mobile Collaborative Augmented Reality System: Recent Trends. Springer
- [5] **Gu, Y. X.**, Koh, R.K.C, Duh, H.B.L., (2010) Facilitating Learning Interests through Mobile Information Visualization, In Proceedings of the 10th IEEE International Conference on Advanced Learning Technologies, Sousse, Tunisia
- [6] Duh, H.B.L., Chu Yew Yee, S. L., **Gu, Y. X.**, Chen, V.H.H. (2010, July) A Narrative-Driven Design Approach for Casual Games with Children. In Proceedings of the 37th International Conference and Exhibition of Computer Graphics and Interactive Techniques, Los Angeles, USA

## Interests

Video Games, Travel, Food