# Yuanxun Gu

## Cloud Native Developer & Devops Engineer

### 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 – Present**
**Senior DevOps Engineer**, *SAP SE*, Munich
- 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 – Oct 2021**
**Senior Software Developer**, *SAP Customer Experience*, Munich
- 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 – Feb 2018**
**System DevOps**, *SAP Hybris*, Munich
- Provided consultancy support and technical advice for private cloud platforms
- Built internal tools for DevOps automation (Java, Spring Boot, Bash, MySQL)

**Sep 2011 – Dec 2015**
**Research Engineer**, *DOCOMO Communications Laboratories Europe*, Munich
- 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 – Aug 2011**
**Master of Engineering in Mobile Computing**, *National University of Singapore*, Singapore
- 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

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| Sep 2006 –<br>May 2009 | **Bachelor of Engineering in Computer Engineering**, *National University of Singapore*, Singapore<br>○ Final year dissertation on P2P multicast traffic theory<br>○ Received Dean's List award in 2006 and 2009 |
| Jul 2003 –<br>Feb 2006 | **Diploma of Merit in Mechatronic Engineering**, *Ngee Ann Polytechnic*, Singapore<br>○ Designed and implemented a vision-controlled entertaining robot<br>○ 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. Fahrmair (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 Angelos, USA

## Interests

Video Games, Travel, Food

## Other Documentations

Please check other information on my personal website: https://ricogu.github.io/my-cv