Resume

### Information

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### Education

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| * Time | * School | * Major | * Degree |
| * 2004-2008 | Sun Yat-sen University | * mechanics | * bachelor |

### Introduction

1. Have full-stack architecture and development capabilities. Have led many types of projects such as web pages, web games, mobile games, SaaS platforms, etc. As technical director. Familiar with mainstream languages (java, go, js, python, lua, c++, rust, etc.) and mainstream framework components, able to propose appropriate solutions according to business demands.
2. Have good coding habits and implementation capabilities. Have been insisting on core code development/review in more than past 10 years in the industry, and have deep understanding of core code implementation details and optimization
3. Have technical management ability and experience, certain product and management vision, able to control the whole process from demand analysis, split management, implementation, delivery and launch, maintenance and update.
4. Have good learning ability and desire for knowledge, have passion for new technology, and craftsmanship with my own products, hoping to make satisfactory products.

For code examples, please check the open source projects being implemented in my spare time recently: <https://github.com/abslib/asche>

The goal of the project is to realize high-speed and stable distributed scheduling system in function that meets various process scheduling, and practice Kotlin's coroutine and DDD in technology.

### Experience

#### HUAWEI | Cloud BU | Architect | 2016.12 - present

Responsible for the whole production process of project technology selection, scheme design, core code writing, launch, operation and maintenance, technical management, etc. Won honors such as the company's quality star, departmental outstanding committer, with the performance in the past three years of B+/B+/A.

1. Multiplayer online collaborative editor (currently under development)

Responsible for technology selection, quality monitoring and core code development as architect. Used the OT algorithm to solve the conflicts of multiple people editing the same document online, and formulated multiple front-end and back-end functions based on the etherpad, realized the function of collaborative modification of nested sub-document, made it possible to insert pictures and other elements in the table. Used netty to implement the access layer at the service level, which made the service have large-scale expansion capabilities, and re-implemented the ignite-based at the data level, used ignite as fast cache and k-v storage interface, and wrote to mysql after delay to ensure fast data interaction and durable data reliability during collaborative editing.

Technology stack：spring boot, netty, ignite,projectreactor, mysql, nodejs, jquery

1. Development of test task scheduling platform

Responsible for technology selection, plan formulation, development personnel guidance to complete tasks, code quality monitoring and core code development as architect. Self-developed scheduling engine that could be expanded horizontally and met DAG process orchestration according to business demands (single-task tens of thousands of nodes, single-task support for the longest duration of 2 weeks), customized the routing strategy at the data layer to realize dynamic expansion without the need for data fragment migration, so to avoid affecting task operation. The designed capacity could support the daily distribution of tens of millions of use cases (data growth). Currently, the online operation is stable, and millions of use cases are scheduled and distributed every day, which continue to increase.

Technology stack：spring cloud, redis, kafka, mysql, hazelcast，projectreactor

1. Development of coverage statistics platform

Responsible for technology selection, plan formulation, development personnel guidance to complete tasks, code quality monitoring and core code development as architect. Used Agitar commercial tools to sort out the automated development and testing process, including monitoring-driven testing based on Agitar tools and regression testing that automatically generated unit test cases, developed Maven plug-in to run unit test cases when microservice was built, used Jacoco to insert stubs and report to the coverage statistics platform, developed coverage statistics platform to display detailed report of the coverage of each line of code.

Technology stack：spring boot, maven, agitar, mongo, angular

1. Development of solution test project

Responsible for technology selection, plan formulation, development personnel guidance to complete tasks, code quality monitoring and core code development as architect to solve the problem of scheduling of Huawei's various test tools, arranged and scheduled the tools in graphical way.

Technology stack：vert.x, python, redis, mysql, angular

#### BEIJING LEHUI CO.LTD. | Development Department | Technical Director | 2013.11 – 2016.11

1. Responsible for the development of the company's game products

Responsible for technology selection, management of technical teams, demand task allocation and progress monitoring, core development and realization as technical director.

The product that I led to develop is

"街机海贼王" (a ACT fighting game)

“幻想西游” (A classic card game)

an SLG game that has not been launched

Technology stack：java, netty, redis, mysql, cocos2dx

#### TENCENT |QZONE-IEG| Development Engineer | 2011.04 – 2013.11

1. Mainly responsible for the function development of "QQ农场" and "QQ牧场" projects as development engineer to develop SNS applications and games, and accumulated massive service experience

Technology stack：flash, c++

#### SOHU | Bai | Development engineer | 2008.09 – 2011.03

1. Front-end page development of SNS platform.
2. SNS game development, mainly including "梦幻城" and "魔法花匠"

Technology stack：flash, java, js