



Yang Shiwei

Male · 39 · 17 years experience · 902.0 k · Beijing · Bachelor · Masses

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Self-description

Eight years of experience in software architecture design.

A staunch advocate of the DRY and KISS principles,

with a strong appreciation for the aesthetics of code line length and subroutine size.

A long-time practitioner of layered thinking, believing that good design can enhance participants' efficiency.

A profound understanding of object-oriented (OO) principles.

Possesses a spirit of exploration and aims for works to be presented in the best possible form.

Career Intention

Dimission, seeking for new job

Technology Manager 50-80k×22Months | Beijing | Internet

Work Experience

Longfor Data Technology 2018/11-2023/04

Frontend Software Development Manager

Subordinate: 4

Responsibilities & Achievements: Responsibilities and Achievements:

1. Established and managed frontend development teams.
2. Defined and implemented metrics for evaluation standards for engineers; received unanimous agreement for performance evaluations and communication during tenure.
3. Optimized team composition, team building, promoted technical skill updates, conducted personnel assessments, and evaluations.
4. Introduced new technologies, performed gradual migration of legacy projects, and refactored code logic.
5. Optimized workflow processes.
6. Introduced new product directions.

Key Projects:

- Frontend App Exception Observability monitoring system
- Covered Biz-end applications, Custom-end applications, and mini-programs.
- Supported JS, Vue 2, Vue 3, React, and mini-programs.
- Modules included:
 - Frontend SDK for collecting JS Error / Vue Error / Async Callback Error / App Loading Performance
 - Node.js service for authentication and writing to Elasticsearch (ES)
 - Node.js service to read ES data, trigger alerts, and send daily reports.
- Led backend architecture designers and implemented asymmetric signature authentication and sensitive information replayed retrieval system for frontend.
- Modules included:

- Rust WebAssembly-based asymmetric signature algorithm.
- Frontend SDK for JS, Vue 2, Vue 3, React, enabling:
 - Listening and masking of component properties related to sensitive information.
 - Automatic generation of interactive buttons for sensitive information fields in the view layer.
 - Handling of interactive button click events and generation of asymmetric signatures; replaying requests to retrieve real data.
 - If validation passes, automatically replacing masks with real data obtained after replaying the request.
 - Application developers only need to use the SDK in specific scenarios, without needing to understand its internals.

For details on the asymmetric signature process: [Link](https://juejin.cn/post/7045922516363116574)

- Multi-tenant E2E Automation Testing Framework
 - Built on Playwright.
 - Supported multiple projects.
 - Enabled QA staff to write test case descriptions in markdown.
 - Linked test execution code with case descriptions.
 - Provided statistics on implemented test case descriptions.
 - Calculated test case counts and pass rates by project and by individual.
- Cached data for rich frontend applications using indexedDB + web workers to improve loading speed.

Details of the solution: [Link](https://juejin.cn/post/7133796975777939469)

Specific Projects:

1. Led the C-end mini-program team for Longhu Tianjie from formation to launch.
2. Established the architecture of C-end mini-programs (authentication methods, user entry interception, tracking methods, foundational architectural capabilities).
3. Practiced CI/CD workflows for C-end mini-programs.
4. Maintained and optimized the B-end backend.
5. Proposed routine code reviews, refactorings, and componentization.
6. Practiced and guided unit testing for B-end backend; introduced and improved APM capabilities.
7. Introduced web project exception monitoring capabilities.
8. Explored and implemented lightweight cross-project component sharing using Bit.
9. Split monolithic applications and introduced microservices to B-end projects.
10. Explored and introduced serverless solutions for mini-program cloud development, reducing daily API calls by 1.6 million.
11. Packaged mini-program cloud development calling suite with features like local memory caching, service degradation, and grayscale capabilities.
12. Introduced Vue 3, Vite, and TypeScript.
13. Designed and implemented the architecture of a materials platform.

Open Source Community: Maintainer of the Chinese version of "Neuland Microfrontends"
[Link](https://swearer23.github.io/micro-frontends/)

Megvii 2016/01-2018/10

Dev Lead

Subordinate: 17

Responsibilities & Achievements: 1. Leading frontend team migrating tech stack from jquery to react + redux
2. leading frontend team applying graphql into widely used production
3. leading face++ dev team refacotrying releasing new API process

Beijing Edaoyou Network Co. Ltd. 2013/07-2015/12

Tech Leader

Subordinate: 18

Responsibilities & Achievements: 1. Leading the R&D team to implement the iBeacon HW which is released earliest in China
2. Leading the R&D team to develop and release the earliest iBeacon utility kit, which includes HW / iBeaconConfigKit(iOS) / iBeacon Manage platform(web / php) / iBeacon SDK in clients' apps (iOS / android) / iBeaconZ test kit(iOS)
3. Leading the R&D team to develop and release the earliest Nearby platform interfacing with Wechat MP center -- this idea is initialized via cooperation between Wechat and us
4. Built a develop kit for Jingdong Smart Business Department. Which reduce development cycle of any H5 app from a week to not more than 2 days

Top Game 2012/05-2013/05

Software Architecturer

Responsibilities & Achievements: 1. Leading the front end developers team to implement a Tapjoy like ad wall platform
2. Leading the team in development applying a front end framework called backbonejs
3. improve the backbonejs to a REAL framework which I call it stemcell.
4. Being a evangelist for the framework
5. developed a distributed config file manager
6. a series of tasks about log analysis log-fetching / etl / analysis and aggregation

Happy Elements 2011/11-2012/05

Senior Frontend Engineer

Responsibilities & Achievements: 1. develop and maintain the framework in GIP(a platform for distributing social games to multiple social networks) department
2. developed a system for analyzing game distributing efficiency in facebook feeds. which includes several parts of collecting log files / formatting log files / data etl / and data analyzation. Analysis result of this system leads to a decision of the promotion cycle of a social game.

Shi Shang Yi Xiu network Co. ltd. 2011/07-2011/11

Frontend Engineer

Responsibilities & Achievements: In responsibility for designing and building a whole base system for the frontend part of the product.

1. developed a complete frontend JS lib for other developers to implement the UI design
2. CSS component structure to meet the UI design
3. a part of the tasks included a procedure of deployment of the product

Xi'an LongBo Co. ltd. 2010/06-2011/07

developer

Responsibilities & Achievements: responsible for delivering a system of instant online chat within cross domain web pages

1. using JSONP for cross domain request
2. developed a JS lib for maintaining a long poll request on web pages
3. developed a Erlang/Mochiweb based system to handle all the long poll request

Xi'an Longzu Network Co. Ltd 2006/08-2010/05

developer

Responsibilities & Achievements: 1. responsible for analyzing and understanding the requirement from clients
2. developing variety of web pages

Project Experience

Refactory of API authentication in face++ open platform 2017/12-To Present

dev lead

Description: as the architecture of face++ API is structured a gateway in front of every layer, however the gateway is not designed suitable for face++ open platform. So, for a long period of time, every new API release is complicated since we have to run a script which takes more than 12 hours to update permissions.

So the refactory is meant for update business logic all through gateway -> API business layer -> finance module .

As a result. not only releasing a new API takes less than 2 mins, but also releasing a new API could be made automated.

Responsibilities: design for new this new solution.

Achievement: not only releasing a new API takes less than 2 mins, but also releasing a new API could be made automated.

applying react redux immutable graphql nodejs in one project 2017/04-2017/09

frontend lead

Description: applying react redux immutable graphql nodejs in one new project

Responsibilities: frontend lead

Achievement: much more independent from backend developer. backend developer only provide storage solution. most business logic is implemented by frontend developers.

migrating website implementation from jquery+coffeescript to react + redux + immutable 2016/04-2017/09

frontend lead

Description: migrating website implementation from jquery+coffeescript to react + redux + immutable

Responsibilities: frontend lead

Achievement: as the complexity of the logic increases, jquery + coffeescript cannot handle this much complexity. so as we migrating the tech stack to much modern one, the feature implementation is getting easier.

Education



Tianjin University

Bachelor · quit at third year for those this is a concern please bother not to contact

2002/09-2005/03

Languages

English Negotiation | CET6

Mandarin

Additional Info

Important Notice: During my junior year of college, I was inspired by the trends of web 2.0 and decided to drop out to pursue entrepreneurship. As a result, despite being admitted through the regular admission process, I do not possess a graduation certificate or a degree certificate. If this is a sensitive matter for the employer, I kindly request not to be contacted.

IELTS: 7

TOEFL: 98

GitHub Profile: <https://github.com/swearer23>