

Jing Lu

✉ xiaobailjlj@outlook.com
🌐 www.jingpersonal.click
in [jing-lu-582767326](#)
🔗 [xiaobailjlj](#)



Education

- 2024 – Pres. **Master of Science, Computer Science**, *Leiden University*, Leiden, Netherlands
○ Grade: 8.5/10
- 2018 – 2021 **Master of Engineering, Communication and Information Engineering**, *Harbin Institute of Technology*, Shenzhen, China
○ Grade: 7.5/10
- 2014 – 2018 **Bachelor of Engineering, Electronic and Optical Engineering**, *Nanjing University of Science and Technology*, Nanjing, China
○ Grade: 8.2/10

Work Experience

- 2021 – 2023 **Test Development Engineer**, *Tencent*, Shenzhen, China
Online Payment System (MidasPay)
○ Implemented comprehensive testing strategies for a high-volume payment processing system built with **microservice** architecture in **Go**
○ Developed an automated test framework in **Python** that achieved over 99% test case coverage for critical payment flows (order placement, payment processing, refunds, subscriptions, transaction logging) while maintaining 99.9% regression test success rate
○ Conducted high-concurrency testing using **Locust** to assess system efficiency and scalability
○ Managed test environments using **Kubernetes**, ensuring consistent deployment across development stages
○ **Collaborated** closely with cross-functional teams to review development details, align project timelines, and ensure project quality through documentation and acceptance testing.

Projects

Project Website: www.jingpersonal.click

- 2024 **Test Stub Management Platform**
○ Designed and built a platform for developers to create and manage mock API responses for testing
○ Implemented frontend using **TypeScript** and **React** with an intuitive interface for configuring response rules
○ Developed backend services in **Go** with **Gin** framework to create efficient **REST API** endpoints for stub interfaces and rule-based test response management
○ Integrated **MariaDB** to store and manage test data and response schemas
○ Deployed on **AWS** infrastructure using **S3** for frontend static content and **EC2** for backend services
- 2024 **AI-Powered Boardgame Generator**
○ Created an interactive tool that generates custom board game rules and allows turn-based gameplay simulation
○ Built responsive frontend with **TypeScript** and **React** for game visualization and user interaction
○ Developed **Python** backend using **Flask** with **REST API** endpoints, integrating AI language models to generate board game rules and facilitate turn-based gameplay simulations

Technical Skills

Languages Golang, Python, JavaScript
Frameworks Gin, Flask, React
Databases MariaDB, Redis, Elasticsearch
DevOps Kubernetes, AWS (S3, EC2), Git, CI/CD
Testing Automated Testing, Performance Testing

Interests

Hiking Enjoy casual weekend hikes, exploring local trails and nature
Writing Write short stories in science fiction, urban and supernatural genres