

Jing Lu

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Education

- 2024 – Pres. **Master of Science, Computer Science**, *Leiden University*, Leiden, Netherlands
- 2018 – 2021 **Master of Engineering, Communication and Information Engineering**, *Harbin Institute of Technology*, Shenzhen, China
- 2014 – 2018 **Bachelor of Engineering, Electronic and Optical Engineering**, *Nanjing University of Science and Technology*, Nanjing, China

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

Work Experience

- 2021 – 2024 **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

- 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 and **React TypeScript** for game visualization and user interaction
 - Developed **Python** backend with **REST API** endpoints integrating AI language models to generate board game rules and facilitate turn-based gameplay simulations.