Guanghui **Qu**

GAME DEVELOPER · COCOS EXPERT

Shenzhen, China

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"Stay hungry. Stay foolish."

Summary

Current Unity Game Developer at a big company Tecent, previous Cocos2d-x engine developer at a startup Chukong Technology. 9+ years experience specializing in the game development, engine development, and tooling development. Super nerd who loves Emacs, Linux and OS X and enjoys to customize all of the development environment. Interested in devising a better problem-solving method for challenging tasks, and learning new technologies and tools if the need arises.

Work Experience

Tencent
Shenzhen, China

GAME PLAY DEVELOPER
July. 2017 - Present

- Built a tool for converting Unity 3D game to Wechat mini-game platform, useful for rapid
- Built fully automated CI/CD pipelines on CircleCI for containerized applications using Docker, AWS ECR and Rancher.
- Designed an overall service architecture and pipelines of the Machine Learning based Fashion Tagging API SaaS product with the micro-services architecture.
- Implemented several API microservices in Node.js Koa and in the serverless AWS Lambda functions.
- Deployed a centralized logging environment(ELK, Filebeat, CloudWatch, S3) which gather log data from docker containers and AWS resources.
- Deployed a centralized monitoring environment(Grafana, InfluxDB, CollectD) which gather system metrics as well as docker run-time metrics.

Chukong Technologies
Shenzhen, China

GAME ENGINE DEVELOPER
June. 2013 - July. 2017

- Implemented RESTful API server for car rental booking application(CARPLAT in Google Play).
- Built and deployed overall service infrastructure utilizing Docker container, CircleCI, and several AWS stack(Including EC2, ECS, Route 53, S3, CloudFront, RDS, ElastiCache, IAM), focusing on high-availability, fault tolerance, and auto-scaling.
- Developed an easy-to-use Payment module which connects to major PG(Payment Gateway) companies in Korea.

Education

Central South University
Changsha, China

MASTER DEGREE IN COMPUTER SCIENCE AND ENGINEERING
Sep. 2010 - June. 2013

- Full Scholarship

Central South University
Changsha, China

B.S. IN SOFTWARE ENGINEERING
Sep. 2006 - June. 2010

- GPA rank top 5%

Extracurricular Activity

PoApper (Developers' Network of POSTECH)
Pohang, S.Korea

CORE MEMBER & PRESIDENT AT 2013
Jun. 2010 - Jun. 2017

- Reformed the society focusing on software engineering and building network on and off campus.
- Proposed various marketing and network activities to raise awareness.

PLUS (Laboratory for UNIX Security in POSTECH)
Pohang, S.Korea

MEMBER
Sep. 2010 - Oct. 2011

- Gained expertise in hacking & security areas, especially about internal of operating system based on UNIX and several exploit techniques.
- Participated on several hacking competition and won a good award.
- Conducted periodic security checks on overall IT system as a member of POSTECH CERT.
- Conducted penetration testing commissioned by national agency and corporation.