FRANCIS XIRUI YANG

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EXPERIENCES

JD.com
Senior Software Engineer (Machine Learning Platform)   04/2023 - now
- Develop online serving and feature platforms that can manage, ensemble and hot-reload ML model artifacts.
- Monitor and improve stability of ML infrastructure that supports ~370,000 JDL staffs in global logistics management.
- (Java, Python, Py4j, MySQL, Redis, Spark, Flink, Hive, gRPC, Machine Learning)

Xiaomi
Senior Software Engineer (Developer Efficiency Platform)   12/2021 - 12/2022
- Developed statistics services for a load testing platform that simulates 3x network traffic on Black Friday events.
- Developed a configuration file center, an error code registry and SDKs for the Dayu micro-service admin platform.
- Developed product features for the Tesla API gateway and the Mi-FaaS Serverless platform that enables developers to design, generate and deploy a new application within an hour.
- (Java, Python, MySQL, Redis, Kubernetes, Docker, GraphQL, Dubbo RPC, Nacos, Prometheus)

HireEZ (Hiretual)
Backend Engineer   06/2019 - 06/2021
- Architected a BI data lake that enables generic data analysis across teams using presto and parquet.
- Designed and developed a dynamic data mapping framework that helps integrate 20+ ATS using the reflection pattern.
- Systemized the ATS data pulling process and scaled cron jobs to multiple servers using heartbeat service discovery.
- Improved backend observability by introducing request tracing, critical logging, rate limiting and Slack alerts.
- Delivered the entire backend services for the new Virtual Fair job posting product using Go and gRPC.
- Scaled the dev team in Beijing from 2 to 50+ people and provided technical support for global customers.
- (Java, Golang, Node.js, MySQL, Kafka, Presto, Hive, Parquet, AWS, gRPC, SOAP)

Happy Elements
Backend Engineer   04/2018 - 06/2019
- Delivered gameplay APIs for the weekly online events of the Happy Fish game and a WeChat social mini game. Designed config files and data models by abstracting product features as use case models processed by general logic.
- Fixed production game data by Write-Ahead Log, and developed tools for non-tech members to modify game data.
- (Golang, JavaScript, Protobuf, Redis, Memcache, MySQL, Kafka, Test-driven development)

TOON KIKAKU
Software Engineer Intern   11/2015 - 02/2016
- Developed product features for a piano education system(lesson-time.com) and its management console using Golang.

NSFOCUS
Software Engineer Intern   11/2014 - 05/2015
- Systematized the device reservation process by developing a lab management system using Python Django.
- Automated the security rule checking process using Python scripts, resulting in huge productivity improvement.

EDUCATIONS

M.SC: GAMES AND PLAYABLE MEDIA OF COMPUTATIONAL MEDIA   09/2017
University of California Santa Cruz

B.ENG: NETWORK ENGINEERING OF COMPUTER SCIENCE   06/2015
Beijing University of Posts and Telecommunications

SKILLS

Java, Python, JavaScript, Golang, C++, MySQL, HTML, Redis, Kafka, Kubernetes, Docker, Linux, AWS, Prometheus, Presto, Hive, Spark, Flink, RocksDB, Git, REST APIs, gRPC, GraphQL, Dubbo, Nacos, Zookeeper, Unity3D, Numpy, Pandas, Regression, Scikit-Learn, Pytorch, Tensorflow, XGBoost, Keras.