

XinPing-Senior Development Engineer

Professional Skills

- ◆ proficient in Java and C++
- ◆ Proficient in MyBatis, Spring Boot, Redis, ELK and other technology stacks.
- ◆ Proficient in network programming, multi-threading, and good at MySQL optimization
 - ◆ Familiar with common design patterns, and have good data structure, algorithm foundation, good ability of system analysis and architecture design.
- ◆ Years of high concurrency, high reliability system development experience and big promotion preparation experience.
- ◆ Good programming style and rich Internet working experience.

Won prizes

- ◆ During my work in Jingdong, I won the awards of Quarterly Star, Professional Master and Outstanding Employee due to my excellent performance.
- ◆ Awarded as Outstanding graduate of Liaoning Province when I graduated from university.
- ◆ Awarded as Merit Student of Liaoning Province during college.
- ◆ Won the first-class scholarship once and the second-class scholarship five times.

Work experience

◆ Nov. 2017 - now Jingdong Century Trading Co., LTD

January 2020 - present Technology and Data Center architect

Main technologies :Java, MyBatis, Spring Boot, MySQL

Responsible for the overall system construction of Goldeneye basic authority system and pre-warning rule platform. Responsible for system planning, performance bottleneck

optimization, core system design and development, and overall R&D work assignment and review.

1. A new post usually involved large amount of development work. To improve the developing efficiency, I optimized the whole invoking chain including the front end and the back end mainly by unifying the protocol and configuring the parameters.
2. Designed and developed the ability of generalized rights, and solved the pain points of customized development for each new dimension rights.
3. Designed the import scheme of generalized dimensions so that the data tasks are developed by each business demander to handle the lack of human resource.
4. Established database connection pool, did cache optimization, separated database reading from writing, and did log asynchronous execution. The TP99 time had been reduced by 83%, and the pressure measurement throughput had been increased by 6.8 times.
5. Did overall design and constructed pre-warning rule platform from 0 to 1, providing 10W + pre-warning rule configuration, saving the customized development manpower of each type of pre-warning rule 3 person-days, and improved the development efficiency of the same type by 100%.
6. Reconstructed the authority service architecture, and integrate the Web layer with the Service layer to improve the development efficiency.
7. Used ELK to set up a visual monitoring alarm panel for service performance and indicators, which helps to find bottlenecks and solve them accordingly.
8. Introduced ES storage engine to solve the problem of slow query performance of large data.
9. Formulated the data degradation plan, optimized the reverse import scheme that relied on data tasks into the engineering reverse import scheme, reduced the maintenance cost by 100%, and improved the reliability and execution efficiency of data degradation.
10. Designed and developed one-click rollback function for fast recovery of lost data caused by operation error.

11. Through SQL optimization, the query time of the user authority list in the management background was reduced from 5s + to about 500ms, reducing the time by 90%.

2017.11-2019.12 Business Promotion Division (advertising department) senior back-end engineer

main technology :C++

1. Led the team members to develop the requirements iteratively for the Jingfan project, which greatly improved the DAU, CTR and CVR of Jingfan. Responsible for the completion of the commission module development, promotion intermediate page development, database module development, purchase development and so on. The back-end architecture of Jingfan was reconstructed and optimized, and the old single interface process was optimized into an independent multi-threaded process service, which was convenient for unified distributed deployment and monitoring. Database reconstruction adopted ORM technology, which greatly improved the development efficiency of R&D personnel.

2. Responsible for the development of Ad Server with QPS of 120,000 yuan. Completed the independency of the Ad Server recommendation platform and first-page top recommendation project to show different advertisement to different visitors, which greatly improved the CTR effect. In the App Push project, considering the characteristics of the project, I sorted out, reconstructed and optimized more than a dozen broadcast strategy points, including purchase filtering and refined black and white list, which reduced the user complaint rate and improved the CTR effect.

◆ Apr. 2015-Oct. 2016 Perfect World senior server programmer

Main technologies :Java, XDB(self-developed KV transactional database), Eclipse, Idea, Linux

Responsible for the server development of *the* Star Princess costume game.

Mainly completed the suit, guild system (rent clothes shop, wishing pool, group battle, ranking, etc.), raffle, male god dating battle, male god reputation ranking, dyeing system, talent system, friends system, recharge system, magazine system, activities and other functional modules. Configured and deployed the server.

Responsible for the development of transporting goods system, turntable sweepstakes, system setup of the DaZhuZai project.



Responsible for the development of some functions of Qingyun Zhi, such as Huanrui SDK access and mushroom play SDK access, level helicopter, Secret world trial copy, magic weapon system, etc.

◆ **Mar. 2013-Apr. 2015 Beijing LocoJoy Technology Co., LTD. senior server programmer**

Main technologies :C++, MySQL, VS and Linux

Participated in the development of a card game similar to Hearthstone and Legend of the Sacred Fire. Set up the editing, compilation and running environment of the server; built database environment; wrote network module and shared storage module, data configuring and loading module, and database operating module. Mainly responsible for the completion of log, random number generator, card group, copy, friends, email, skills and so on.

◆ **2011.3-2013.3 Beijing Friendship and Interactive Network Technology Co., LTD. senior programmer**

main technology :C++, Berkeley database, VS, Linux

I. Participated in the development of the project "Shendiao OL". This project is a large-scale client MMORPG Martial arts online game.

Mainly responsible for the development of skill system (various skills such as group combat adding blood, spirit animal skills, husband and wife skills, buff dispersion, buff effect calculation, etc.), development and maintenance of AI (adding various AI event effects), and maintenance of master and apprentice system. Completed guild battle, guild leaderboard, character transformation, secondary password and other functions.

II. Participated in the development of the new project "General Mobilization". The development language is C++.

Mainly responsible for the design and coding of character monster attributes, combat calculation, binding gold and non-binding gold, new skill system, and pet module. Responsible for data loading and management, coding of object pool and object manager, role attribute, manor system, reputation system, gift package system, meditation, replica, life pool, etc.

◆ **2009.7-2011.3 France Telecom Beijing R&D center programmer**

main technology :C++, Java, JSP, Servlet, CSS, JavaScript, JDBC, MySQL

I. Engaged in the development of IPTV-STB project cooperated with Jiangsu Telecom. Mainly responsible for the implementation of STB Wrapper interface, adding interface functions, supporting JS external tuning, and realizing the flexible function of STtop box remote control.

II. Participated in office automation system development. Mainly responsible for the design and implementation of back-end data management and front-end performance layer, involving the logic processing of performance evaluation, log management, attendance management and other modules, and fully involved in the development and debugging of the whole system, undertaking a lot of design and coding work.

Reading books

C++ Primer, Advanced Programming for UNIX Environment, Understanding Computer Systems, Design Patterns, Effective C++, Effective Java, Thinking In Java 4, Understanding Java Virtual Machines :JVM Advanced Features and Best Practices (Latest 2nd Edition), JAVA Concurrent Programming Practices (Chinese) Etc.

Award certificate

Tem-8.

Self assessment

Have good professional skills, enthusiasm, sincerity, sense of responsibility, strong self-learning ability, with a certain coordination and activity ability.

Education experience

2002.9 -- 2006.7 Shenyang Aerospace University bachelor's degree