



Wu Liang

Professional Summary

- He is experienced in Java Web front and back-end and has experience in architecture design and leading teams for several medium and large enterprise products.
- Focusing on to B business system, 13 years of Java development experience, 6 years of big data analysis platform product development experience.
- He is good at analyzing and implementing complex business logic, focusing on (business & technical) architecture design and R&D quality.

Professional Experience

Tencent - Senior Engineer

05/2018-06/2022

- Responsible for the product development of the company's internal big data platform.
- Java back-end development team leader, responsible for product requirements review, technical solution design, and core module implementation. A member of the BG Code committee, promoted to CR team leader.

TalkingData - Director of R&D

05/2016-05/2018

- Designed and lead the team to implement industry DMP products.
- Designed and lead the team to implement DSS products, a framework for data collection, extraction, cleaning, and processing based on big data technology.
- Provided pre-sales and post-sales technical support for key projects and support the project delivery team to complete key project delivery.
- Managed the day-to-day R&D of the team to ensure the quality and schedule of version delivery.

Beijing Yun Chang Game Technology Co.Ltd - Senior Software Development Engineer

07/2014-05/2016

- Responsible for server-side architecture refactoring and clustering of the game and optimizing performance.
- Server architecture design and development for new games.
- Designed and developed of user center system and third-party SDK access system

IBM Global Services (Dalian) Co.Ltd - Senior Software Development Engineer

04/2012-06/2014

- Front-end development team leader for IBM CDL's mid-core project
- Responsible for the technical architecture and design of the front end, leading the team to develop the DM (Document Management) system
- Responsible for the project implementation of the product transformation (IBM ECM).

HSBC Software Development (Guangdong) Co.Ltd - Software Development Engineer

04/2011-04/2012

- Communicated with Project Stakeholders. User Requirement analysis and external design analysis.
- Wrote and reviewed design specifications. Complete project development to team standard quality.
- Collaborated with other teams under Workflow COE and other departments.
- Checked delivery QA of subordinates and/or peers.
- Managed and supported project testing to ensure the quality of delivery. Provide production support after the project go-live.

Guangdong Autotoll Technology Co., Ltd - Software Engineer

04/2009-03/2011

- Responsible for the research and development of intelligent transportation system projects, including in-vehicle system and back-end interaction, task management system, functional analysis and implementation, underlying TCP/IP data interaction
- Responsible for open source technology research and demo (Liferay, ActiveMQ, netty, etc.).



Project Experience

Tencent Lighthouse - Tencent

05/2018-Now

R&D Team Java Backend R&D Team Leader

Related skills: Java, Spring, Mysql, CDH, Hive, Impala, etc.

Lighthouse series products are one-stop data reporting access, data governance, user behavior analysis, data visualization, and action for data decision-making work platforms with company-level awards.

Responsibilities: I am responsible for Java back-end R&D team leader, leading the team to develop a real-time analytics system from scratch. Responsible for product requirement review, technical solution development, system boundary and interface design with other teams disassembling requirement work items; developing R&D specification and code specification, basic project structure construction; core module code implementation.

Data Science Studio - TalkingData

11/2017- 05/2018

R&D Technical Lead

Related skills: Angularjs, Java, Spring, Hadoop, Spark, Hive, Elasticsearch, Redis, etc.

DSS (Data Science Studio) is a platform for doing data exploration on big data collection. The input to DSS is a Dataset, which is the core and fundamental component of the entire Big Data product line. DSS has the ability to read and gain insight into datasets from various data storage mechanisms.

DSS provides a variety of processing capabilities for big data collection, providing a rich set of operators for all kinds of big data analysts, engineers, and scientists to do data exploration quickly and efficiently. These operators include simple data transformations as well as complex data models and provide tools to develop operators for customization and further enhance the platform through the publishing process.

Responsibilities: Product Development Team Lead, responsible for overall technical solution design, core module development, and java side R&D quality management. Wrote product-related documentation including installation manuals, user documentation, and technical architecture documentation.

User Operation Platform - TalkingData

05/2016- 05/2018

R&D Technical Lead

Related skills: Angularjs, Java, Spring, Hadoop, Spark, Hive, Elasticsearch, Redis, etc.

The user operation platform is the core platform module of SMCE (former DMP) of Smart Marketing Cloud Enterprise Edition, which can be used to collect and integrate internal and external people-based data sources in the whole marketing closed-loop system, realize internal and external users to connect and normalize, integrate a three-way tagging system and realize crowd management, and provide accurate crowdsources for marketing activities. Metadata management is the core function, using the configuration to support the analysis of various data.

Responsibilities: Product development team Lead, responsible for the overall technical solution design. Core module development, java side R&D quality management. Write product-related documentation including installation manual, usage documentation, and technical architecture documentation.

Mario Fighting 3D, Cyclone Girl, Uncharted 2 - Yun Chang

12/2014- 04/2016

Server-side main program

Related skills: Java (Spring, self-repository framework), MongoDB, MySQL, Redis, Netty

Responsibilities: Backend development team leader, responsible for game architecture design and development, game management module development. According to the characteristics of the game server, refactor and split each module project to improve the development efficiency, to avoid logical confusion and repeated development. Provide technical support to keep the project development progressing forward.



User Account Center and Third-Party SDK Payment Platform – Yun Chang

10/2014- 04/2016

Server-side main program

Related skills: Java (Spring, self-repository framework), MongoDB, MySQL, Redis, Netty

Responsibilities: Back-end development team leader, lead Java development team responsible for designing and developing independent user and payment systems to support game projects, reduce the complexity of game project development, and avoid duplication of external account and payment functions. We can greatly accelerate game development efficiency and improve user data security. Also did Payments data analysis, and player behavior data analysis.

Dragonball Q– Yun Chang

07/2014- 01/2015

Server-side main program

Related skills: Java (Spring, self-repository framework), MongoDB, MySQL, Redis, Netty

Responsibilities: Backend development team leader, leading the backend development team, responsible for optimizing and refactoring servers to reduce player request latency by 30%. Server clustering, reducing the number of servers by 40%, optimizing the architecture, splitting and reuse modules, improving the team's code quality, increasing development efficiency, and Improving deployment efficiency.

CNNP N1-ECM (China National Network Enterprise Content Management Platform) – IBM 04/2012- 06/2014

Front-end Development Team Leader

Related skills: WebSphere, JavaScript (Dojo), Java (Spring, hibernate)

CNNP is the electronic document content management system of China National Nuclear Power Group. It uses FileNet as the underlying core content and document management engine.

Responsibilities: Front-end development team leader, responsible for overall front-end technical design and basic framework building, problem-solving (front-end performance optimization, IE compatibility issues, browser memory leaks, etc.), single-page web application development using Dojo, separating UI components from business logic, and separating responsible business from complex interactions. Main challenges: R&D efficiency of front-end team, front-end component development, product design, complex multi-level permission role system design.

GWIS – HSBC

04/2011- 04/2012

User requirements analysis, Functional and Technical Design, front and back-end R&D

Related skills: WebSphere, JavaScript (Dojo), Java (Spring, hibernate)

GWIS is an automated process management information system for banks. For example, credit card account management workflow, credit card loss management workflow, etc.

Responsibilities: I am responsible for GWIS overseas project customization development and plug-in function upgrade development. I am familiar with the design and development of complex business process engines, product customization designs, plug-in modules, permission system designs, open API designs, etc.

OBTIS (Intelligent Freight System) - Autotoll

05/2009- 04/2011

Front and back-end development

Related skills: WebLogic, Liferay (Portal, Spring, Struts, Hibernate, jQuery), Oracle, Mina, ActiveMQ

OBTIS is an application platform for truckings, customs clearance, and related logistics services such as terminals and air terminals, which mainly consists of two major parts: the onboard system and the back-end application system. The backend is built using open-source Portal technology.

Responsibilities: I am responsible for Java Web backend management system development, including the task dispatching module, order module, and Hong Kong Customs declaration module. In addition, I am responsible for the development of a terminal messaging module for communication with various terminals. The core difficulty of this project is the research of open source portal technology (Liferay) and the management of terminal devices (communication protocol) and message sending and receiving.



EDUCATION

Changsha University of Science and Technology
Bachelor's Degree - Logistics Engineering

Changsha, China
2003–2007