

Yifei Liu (Tobi)

Backend DevOps & Data ENG & Game Dev

CONTACT

chnliuyifei@gmail.com

<https://about.liuyifei.tech>

<https://github.com/DuGuYifei>

TECHNICAL SKILLS

Backend:

Spring Boot, Microservices, Go, Flask

DevOps:

Docker, Kubernetes, CI/CD, Nginx, Traefik, Ansible, Terraform

RPC:

RESTful, GraphQL, Dubbo-Triple, gRPC

Databases:

SQL & NoSQL, Data Warehouse, Big Data Platform

Game Development:

Unity, UE, Godot

Tools:

Git, Jira, Figma, AI tools (ChatGPT, Claude, DeepSeek, Copilot)

LANGUAGES

Chinese (Native)

English (Fluent)

EDUCATION

Technische Universität München

M.Sc. Informatik & Games Engineering

2024.04 - Present Munich, Germany

- Led game production teams for three consecutive semesters; selected to present at Demo Day.

Gdansk University of Technology

B.Sc. Data Engineering

2020.10 - 2024.01 Gdansk, Poland

- Graduate's Gold Badge recipient
- President's Scholarship recipient for four consecutive years

WORK EXPERIENCE

Anyhelper

Full-Stack Developer

May 2023 - April 2025

Site/Remote

- AI integrated Headhunter services
- Secret key system for customers
- Assist develop landing page, CRM system, talent system, chatbot server, WeChat AI Customer Service, heartbeat system
- Other tools

FullGeek - Development Studio

Software Architect & Backend Developer

July 2023 - April 2024

Remote

Check24

Full-Stack with DevOps & Infrastructure

May 2025 - now

Site

- Task Force Team & Backlog Team
- Later selected to join the Rewriting team

PROJECTS

<https://project.liuyifei.tech>

Pokemoney

- Developed a personal finance app with off/online modes and multi-device synchronization
- Built with modern **lakehouse** architecture backend and Flutter with SQLite frontend
- Implemented **microservices** architecture (**spring boot, nacos, etc**) and big data platform integration (**SQL, Redis, Kafka, Hive, Nifi, Spark, etc.**)

Keyuan Library

- Created a fullstack online library system using **Spring Boot, Vue, Solr, and MySQL**
- Implemented search functionality, access control, IP restriction, and reading features

Catalysm Cards

- Developed a real-time action combat game with card-driven abilities in Unity using **DOTS**.
- Implemented elemental interactions, combo magic, three levels, and a boss fight

Heaven Or Hell

- 2D asymmetric PvP multiplayer (Souls vs Reaper in a maze); Unity client.
- Self-written **C++** server (**KCP, Protobuf**); random map generation, minimap, and part of the core gameplay systems.

AI Headhunter System

- Built with **Python/Go**: **headhunter server, client, and web mid-platform**; with **resume parsing, filtering, chatbot, and automation process tasks** — streamlining the entire recruitment pipeline.
- AI Bot / Agent** stack; **RAG** (talent database); **Tools** (function call, custom web search); **Selenium** automation.

