

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

May 2023 - April 2025

FULLSTACK

Site/Remote

Python Go Selenium PHP React GoDaddy Tencent Cloud

- AI-integrated headhunter services.
- Customer secret key system.
- Built landing pages, CRM, talent system, chatbot server, WeChat AI customer service, and heartbeat system.

FullGeek

July 2023 - April 2024

BACKEND

Remote

Spring Golang GitHub MySQL Postgres

Check24

May 2025 - now

DEVOPS

Site

Germany's largest price comparison website.

Spring Vue Atlassian Kubernetes Docker Hetzner Jib Terraform Ansible

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

PROJECTS

<https://project.liuyifei.tech>

Onlyone

- Led backend design for a relationship-focused social app, delivering **WebSocket** chat, **COS**-based media upload with consistency control, online/offline message coordination, and push notifications.
- Built an **asynq**-based async task system and integrated Volcano Engine image generation, handling rate limiting, retries, state transitions, failure recovery, and result notification.

AI Headhunter System

- Designed and developed an AI-driven recruitment system with **Python** and **Golang**, covering JD parsing, candidate search, resume mapping, outreach automation, screening, and report generation.
- Combined AI capabilities with automated workflows to improve candidate sourcing, initial screening, follow-up, and knowledge capture across the recruitment pipeline.

Library

- Designed and built an online library system with role-based access for administrators, organization managers, and readers, plus online reading and download control.
- Implemented search and deployment with **Spring Boot**, **MySQL**, and **Solr**, and optimized interaction and hot-path performance under constrained server resources.

Pokemoney

- Designed and built an accounting app supporting offline/online modes and multi-device synchronization, covering accounts, ledgers, categories, and sync-sensitive workflows.
- Developed backend services with **Dubbo**, **Nacos**, **Redis**, and **MySQL/ShardingSphere**, and integrated **Kafka**, **Spark**, and **Hive** for scalable processing and analytics.