

# Yuhao Feng

✉ corvofeng@gmail.com · ☎ (+86) 151-8980-0598 · <https://github.com/corvofeng>

## 🎓 Education

---

Southeast University(SEU), NanJing, China 09/2014-06/2018  
B.S. in Computer Science (CS)

## 👥 EMPLOYMENT EXPERIENCE

---

Riot Games, Inc. 09/2022-Now  
TTCG(Tencent Technology Collaboration Group) Infrastructure Engineer

- WildRift operation: Managed the release process and optimized it. Collaborated with multiple departments and built trust in the partnership
- WildRift PBE platform in Kubernetes: Collaborating with QT to build and manage the PBE, completing the first step of Kubernetes migration. As a result, we were able to reduce the time needed to add a new server from one day to just 30 minutes, significantly improving our operational efficiency
- Tools and documentation: Developed collaboration tools and integrated documentation, resulting in an 80% reduction in time spent on confirming alarms

NetEase, Inc. 07/2018-07/2022  
Game public support Senior Software Engineer

- Maintained a PaaS system, provided technical support of development, operation, management and maintenance for clients, including network equipment, operating system, data management system, and etc.
- It has more than 1800 applications(1200+ online) and more than 750 million PV(one day)
- Introduced Kubernetes as the underlying implementation, helped a large project(2W qps) migrate to Kubernetes
- Added new strategy for Kubernetes deployment(Precise arrangement), optimized Kubernetes CronJob(Run scheduled tasks on time)
- Optimized Dockerfile many times, dramatically reduce the service update time
- Found and solved problems like Linux kernel memory leak and ingress keepalive error

## ♡ PROJECT EXPERIENCE

---

Personal Blog <https://corvo.fun/> 2014-Present

- Continuously summarize problems encountered in the study and work
- Share system design strategy and implementation details
- Some of them have been reposted to other popular platforms much times

## Vsnips TypeScript

01/2019

Allow user use UltiSnips in VSCode. [Github: VSnips](#)

- Use regular expressions appropriately to simplify development
- Support many simple snippets in UltiSnips
- Support autoDocstring(Python, TypeScript, Golang)
- Allow user add their own snippets and tool functions

## Upterm Golang

05/2022

Modify Upterm code to support VSCode Remote-SSH. [Github: Upterm and VSCode](#)

- Deeply modify the Upterm, allow VSCode user connect with Remote-SSH
- Studied OpenSSH protocol, understand the implementation of authentication, connection retention, multiplexing, port forwarding, etc.
- Support VSCodeWeb, enable tablets such as iPad to use it

## ⚙ Skills

---

- Very familiar with Linux, use ArchLinux from 2014, built LFS, proficiently use ps,top,df,tcpdump to solve the work problems
- Led the improvement of a PaaS platform, with extensive experience in Kubernetes and PaaS system
- Mainly use Python at work, also use Golang to do some side projects
- Familiar with automation tools Puppet/Ansible, and using Ansible to build and maintain Kubernetes clusters in production environments
- Familiar with Jenkins and GitLab CI/CD, and creating integration tests, documentation and release automation, etc
- Familiar with OpenSSH, Nginx, Docker, Kubernetes and other open source software code, with the ability to read and debug code, improve the logic when necessary