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Work Experience

2012.03 - **System Administrator**, *Cloudacc Interactive Inc*, Beijing.

2014.05 *Cloudacc Interactive Inc*. developed p2p technology in web browser with flash. It provides technical support for most of vod video websites in China, serves up to 1Tbps p2p bandwidth at peak time every day. It also hosts one of the largest live video website in China, with more than 1 million uniq visitors every day. I joined the company when it was at early stage of startup, then worked as the only system administrator until another joined one year later. I kept the system rolling while number of servers burst to more than 400.

- ✎ Setup a private deb package repository with reprepro, built deb packages to manage system settings and deploy applications.
- ✎ Bootstrap saltstack to make managing system easier while number of servers bursting. Skilled in saltstack, and have good knowledge of other configuration management systems.
- ✎ Built a CDN system to distribute video files using varnish and nginx, supporting more than 50 Gbps bandwidth at peak time.
- ✎ Setup a web content cache cluster using varnish with complex caching rules, serving up to 500k rps load. Experienced in using and tuning varnish.
- ✎ Developed an HTTP gateway for sending email (postfix as backend) and SMS (smstools as backend), so other applications may send alerts easier.
- ✎ Developed a service checking daemon to make application monitoring easier, as a supplement of nagios.
- ✎ Built and maintained an LXC virtual machine cluster in office, developers can apply for containers in web browser by self. Have good knowledge of virtual technologies and tools.
- ✎ Setup and maintained the openldap server for the company, integrated applications with it.
- ✎ Setup and maintained the office gateway - a Debian box with customized iptables and iproute2 rules. Experienced with iptables and iproute2, have good knowledge of networking stack.
- ✎ Developed many other tools and applications with python during the two years, proficient in python programming.

2011.09 - **System Engineer**, *Linux Deepin Team*, Wuhan.

2012.02 *Linux Deepin* is a Ubuntu-based linux distro developed by a Chinese team. I was mainly responsible for maintaining the package repository, application packages and system customization work.

- ✎ Created [scripts to build Deepin cdimage](#) and setup daily-build task.
- ✎ Managed [Deepin package repository](#) with reprepro.

- ✎ Maintained most of Deepin addon packages, skilled with pbuilder and the packaging toolchain.
- ✎ Setup a PXE environment to make testing daily-build cdimage easier.

Projects and Activities

- ✎ [nginx-lua-simpleauth-module](#). This nginx lua module provides a cookie cache for authn results and a group based authz configuration.
- ✎ [Personal Package Archive](#). A ppa with many packages not shipped with debian official repository. It's not advertised as some of the packages are not tested.
- ✎ [extend-left-box](#). It's a gnome-shell extension to extend left box of top panel. The project discontinued as I no longer use gnome-shell.
- ✎ [Early developer of USTC Campus Ethernet Boot Service](#). A PXE boot service in USTC campus, people can boot their computer via LAN to install Linux, experience distros without installation, repair system, etc. Also [made an live debian system](#) which mount an ftp space as home directory so people can boot 'their own' system everywhere.
- ✎ [Maintainer of USTC Open Source Mirror](#). It has the highest traffic among open source mirror sites in China, and is official mirror of many distros and projects, e.g. Debian, Ubuntu, etc. Did a lot of work tuning kernel, filesystem and applications for high traffic load.
- ✎ [Robo Game](#). It's an traditional robot contest in USTC campus. Built a complete robot from scratch with sensors, motors and AVR mega16 chips as controller, in collaboration with 3 other classmates. I was mainly responsible for controlling algorithm design and implementation.

Education

2006 - 2010 **Bachelor of Computer Science**, *University of Science and Technology of China (USTC)*, Hefei.

2010 - 2013 **Master of Engineering of Computer Science**, *USTC*, Hefei.

As education plan, students are supposed to intern in companies from the second year. I started working at Linux Deepin team on 2011, and later at a startup company, Cloudacc Interactive Inc.