

Zhenyang Li

zhenyangli.me
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SUMMARY

Recent Computer Science graduate with a strong foundation in software development and 5+ years of practical experience in various projects, including freelancing, open-source contributions on GitHub, and personal initiatives. Eager to leverage my passion for technology and problem-solving skills in a full-time software engineering role, where I can contribute to the team's success and continue to grow my technical expertise.

EDUCATION

GEORGIA SOUTHERN UNIVERSITY

B.S. COMPUTER SCIENCE

Graduated Magna Cum Laude

July 2019 - December 2022

President/Dean's List 6/8

LINKS

Github: github.com/rumblefrog

LinkedIn: [linkedin.com/in/zhenyangli0/](https://www.linkedin.com/in/zhenyangli0/)

Website: zhenyangli.me/

SKILLS

PROGRAMMING LANGUAGES

Rust • Golang • Typescript • NodeJS

Javascript • Protobuf • PHP • SQL

NoSQL • SASS/CSS • HTML

WEB TECHNOLOGIES

VueJS • React • React Native • Expo

RESTful API • CI/CD Microservices •

Distributed Systems • Postman Frontend

• Backend • Full-Stack

FRAMEWORKS & LIBRARIES

Git • MySQL • MongoDB Redis •

InfluxDB • Grafana • Webpack gRPC •

Terraform • Consul • Nomad Kubernetes

• Docker

TOOLS & PLATFORMS

Caddy/Nginx/Apache • Linux • Jest

Cloudflare • Github/Gitlab Sentry •

DigitalOcean • Hetzner

AWARDS

2020 - 1st @ AGCO WIT/SouthernHack Hackathon

2019 - 2nd @ Discord Hack Week, Social Category

EXPERIENCE

TEXTS.COM | FOUNDING FULL-STACK ENGINEER

June 2021 – June 2022 | Remote

- Collaborated with a small cross-functional startup team of 5-10 developers to design and implement features, delivering several high-profile projects on-time and under budget. Interacted directly with the CEO/founder, contributing to the development of the company's vision and strategy
- Spearheaded the engineering of a pre-launch startup product, utilizing daily release iterations based on feedback from thousands of pre-launch beta users, resulting in a 50% increase in product adoption and a 30% decrease in customer churn
- Designed Node N-API modules written in Rust to implement user-friendly, responsive, and reliable Electron application, improved loading time by 22%
- Architected crucial early startup infrastructure and analytical in the review of ROI/DAU/WAU, and more using InfluxDB, Grafana, and MongoDB. Proactively identified and addressed performance bottlenecks, resulting in a 20% decrease in user churn

MAXDB.NET | PROJECT LEAD & FULL-STACK ENGINEER

July 2017 – Present | Remote

- Operated a TF2 gaming community of about 20,000 players over the project lifespan
- Managed and provisioned the Linux machines on which the community infrastructure runs, overseeing all aspects of components that integrate with the game servers, resulting in a 30% reduction in system downtime
- Developed and implemented advanced gameplay Sourcemod plugins utilizing Sourcepawn, resulting in a 25% increase in player engagement and retention. Built and maintained a high-performance community site utilizing VueJS, Typescript, Rust, and Golang, resulting in a lightning-fast load time of less than 1 second and a 30% increase in website traffic

REACTION ROLE | FOUNDER | FULL-STACK ENGINEER

Oct 2018 – May 2022 | Remote

- Provisioned infrastructure as code to scale user demands and cut costs on servers as demand fluctuates, reducing cost up to 40% during low and peak times
- Designed and implemented a highly-available micro-service-based communication system utilizing gRPC, Protobuf, Consul, Redis, and Nats, resulting in a 30% increase in system throughput. Implemented load balancing and redundancy strategies, scaling the system to dozens of nodes, resulting in 99% uptime and a 50% reduction in infrastructure costs
- Direct communications interactions with customers and users to meet their feature demands, as well as technical support
- Utilized Docker containerization with Nomad/Kubernetes deployment onto on-premise infrastructure