# Zhiqiang ZHOU

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# EDUCATION

Yunnan University

Kunming, China

Bachelor - Digital Media Technology

July 2014 - June 2018

Courses: Data Structures, Networking, Operating System, Database, Multimedia Programming, Software Engineering

#### SKILLS SUMMARY

• Languages: Go, Javascript/Typescript, Kotlin, Java, Swift, Rust

Kubebuilder/Controller Runtime, gin, GraphQL, gRPC, Spring Boot/Spring Cloud, React Frameworks:

Tools: Kubernetes, Docker, PostgreSQL, ClickHouse, Bash, Git

• Soft Skills: Event Management, Writing, Public Speaking, Project Management

#### Work Experience

Software Engineer

GitRoll

Remote / Vancouver, Canada

Sept 2024 - Now

o GitRoll - Merit-based Talent Platform: At GitRoll, I work on full-stack development and operations, optimizing CI/CD pipelines with Ansible for automated deployments across multiple global data centers. I manage ClickHouse clusters, leveraging GH Archive data to analyze GitHub user influence and contributions. Additionally, I built a search engine combining keyword matching with RAG/vector search, enabling recruiters to quickly identify suitable candidates.

# Limit-LAB Limited Software Engineer

Software Engineer

Remote / Hangzhou, China

Aug 2023 - May 2024

o Limit Studio - AI Agent Platform: Led backend and DevOps teams, designing system architecture, API development, CI/CD, and infrastructure for multi-modality AI agents.

#### Reddio

Remote / Hangzhou, China

Nov 2022 - Mar 2023

o Reddio SDK - Web 3 Developer Kit for Game Developers: Developed core logic in Rust to integrate ETH Layer 2 ecosystem with GameFi, published binding to other languages, enabling efficient, cross-platform support for Java/Kotlin, C#, and Swift.

# **PingCAP**

Remote / Hangzhou, China Oct 2020 - Aug 2022

o Chaos Mesh - Open Source Chaos Engineering Platform: Maintained and improved core features, including NetworkChaos, JVMChaos, IOChaos, and HTTPChaos. Led Chaos Mesh Workflow development for scheduling experiments in parallel and serial execution, health-check, and emergency abort.

o Public Speaking and Community Meetup: Delivered 6+ talks at KubeCon, Cloud Native Days Tokyo, QCon, and other events. Host Chaos Mesh community meetings, providing technical updates and answering adopter questions.

o TiDB Cloud DBaaS Disasters Recovery Drill: Led disaster recovery testing for TiDB Cloud, analyzing failures such as instance crashes, EC2 failures, network delays, and high-stress loads. Koudai Shopping, Weidian

Hangzhou, China

Senior DevOps Engineer - SRE Team

May 2020 - Oct 2020

o Polaris - Monitoring System: Optimized InfluxDB by implementing an auto-sharding and re-balancing proxy, reducing timeout queries by 97%. Improved alerting governance, cutting false alerts by 40%. Integrated Metrics Monitoring with Logging/Tracing for a unified profiling experience.

• Kubernetes and Application Migrations: Participated PaaS migration from VM-based architecture to Kubernetes, integrating monitoring, alerting, in-place upgrades, and networking. Developed features for the internal CD platform (Zebra) to deploy and scale applications across VM and Kubernetes.

# Bangsun Technology

Hangzhou, China

Software Engineer

Nov 2017 - May 2020

o Real-Time Financial Risk Control Decision Flow Engine: Optimized architecture using Actor Model, for better async throughput. As a result, the daily throughput of the service increased from 100k to 600k.

o API Gateway for Decision Flow Engine: I built a component like "ingress controller", it watches the service-discovery info on Zookeeper and updates the configuration of Nginx.

# Volunteer Expérience

# Board Member of Vancouver Linux User Group

Vancouver, Canada Oct 2024 - Present

Assist events organizing, engage in community discussions, and deliver presentations.

Hangzhou, China

Community Organizer at Hangzhou Linux User Group

Oct 2021 - Sept 2024

Organized "Hacking Saturday" bi-weekly or monthly, the offline meetup for Linux users.

# Mentor at LFX Mentorship

Remote Sep 2021 - Present

Participated LFX Mentorship as a mentor 4 times for the project Chaos Mesh.

Kunming, China

Built and maintained the repository mirror site for Linux Distros.

Sep 2016 - Jun 2018

Maintainer of Yunnan University Open Source Association