

Qitong Lan

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EDUCATION

The University of Western Australia

July 2023 – Present

Master of Information Technology

WAM: 83

Hunan University

July 2010 – June 2014

Bachelor of Engineering in Electronic and Information Engineering

Grade percentage: 76%

TECHNICAL SKILLS

Programming Languages: Java, JavaScript, TypeScript, Python, SQL, HTML, CSS

Web Frameworks: Spring Boot, React.js, Next.js, Node.js, Flask

Database: MySQL, PostgreSQL, MongoDB, Redis, Sqlite

Development Tools: Junit, Vitest, Pytest, Postman, Git, Jenkins, Docker, Nginx

Project Management Tools: Agile development, Kanban, Jira

WORK EXPERIENCE

Coders for Causes

November 2023 – February 2024

Development Volunteer

Perth, WA

- Utilised web technologies for real-world projects, creating web applications.
- Developed and implemented backend services, including REST APIs and AWS services.
- Implemented unit tests to ensure the proper functioning of web services.

Esurfing Cloud Technology Co., Ltd.

December 2021 – June 2023

Software Engineer

Guangzhou, China

- Headed a 3-member team in the design, development of the core modules for the cloud billing system.
- Translated requirements into technical specifications and executed software design to meet client expectations.
- Demonstrated problem-solving abilities to contribute effectively within a fast-paced environment.
- Mentored junior developers, established requirements, maintained documentation, and performed code reviews to ensure quality and adherence to standards

NetEase Interactive Entertainment Ltd.

January 2018 – December 2021

Software Engineer

Guangzhou, China

- Led the building, development, and maintenance of various systems for the operation centre, specifically database model design, web development, and application monitoring
- Spearheaded the development and implementation of customer screening, ticket generation, customer maintenance (via calls, SMS, emails, etc.), and report generation processes
- Supported the operation and maintenance of over 50 games, each with hundreds of thousands of VIP customers

Software Engineer

Guangzhou, China

- Assisted in the design and development of core CRM services and implemented order cost calculation, billing, and refund processes
- Collaborated with senior technology team members to execute daily operations and maintenance tasks, including troubleshooting, maintaining server and database, data cleaning, and deployment monitoring
- Outperformed in code reviews, testing, and debugging to deliver high-quality and well-tested software

PROJECTS

‘LetLetMe’ FPL Projects | Next.js, TypeScript, Express.js, Spring Boot

April 2020 – Present

A widely-used application serving over 800 users, shared among Chinese Fantasy Premier League players. It encompasses a website frontend, a WeChat mini program, a backend, and a data processing project.

- Designed, developed, and maintained a Next.js and TypeScript-based website frontend, ensuring responsiveness for both PC and mobile browsers
- Engineered a WeChat mini program using HTML/CSS/JavaScript, serving 650+ users within the WeChat app
- Established, developed, and maintained a Java Spring Boot backend, providing services to the frontend through REST APIs
- Orchestrated a data processing project for efficient data fetching, cleaning, transformation, and database persistence
- Executed full-stack development, demonstrating proficiency in both frontend and backend implementations

Repair-labs | Next.js, TypeScript, AWS

November 2023 – February 2024

The Repair-Labs web application is designed for the Perth Local 'Repair Lab Group.' It streamlines the process of creating and managing repair requests, offering customers the ability to track their orders efficiently.

- Implemented both frontend and backend using Next.js, leveraging Server-Side Rendering for optimal website performance
- Engineered REST APIs to facilitate seamless communication between the frontend and backend, incorporating the Next.js page router for efficient navigation
- Integrated AWS services into the backend infrastructure, ensuring a cohesive connection and scalability for the project
- Implemented Vitest for unit tests and coverage tests, ensuring the reliability and robustness of the application

Cloud Billing System | Spring Boot, MicroServices

January 2022 – June 2023

The Cloud Billing System has been integrated with 220 products and is used by over 1,000 agents and 500,000 customers.

- Led the design and development of the Cloud Billing System, developed and implemented the accounting centre, strategy centre, billing centre, and payment centre for the Cloud Billing System
- Implemented predefined billing strategies to generate bills and invoices for customers
- Integrated 5 payment methods for checkout, including WeChat Pay, Alipay, Union Pay, Alipay HK and PayPal
- Utilised advanced technologies such as Java, Spring Boot, MySQL, Redis, RabbitMQ, and Maven in the development of the system
- Launched multi-threading/concurrency and implemented a distributed task queue to ensure the scalability and performance of the system

VIP Service System | Spring Boot, MongoDB

January 2018 – December 2021

The VIP Service System is a crucial system frequently used and relied upon by customer service staff. The system has been accessed by 50+ NetEase games and served 200+ operation staff, helping tens of thousands of VIP customers.

- Led the development of the system for the collection and analysis of game log files, and the maintenance of customer information and their consumption habits

- Introduced customer retention tools to assist game operation staff in servicing VIP customers, providing customer service support such as outgoing calls, texts, emails, and displaying data reports
- Implemented a login module, user management module, access control module, and data-generated module to interact with other systems in a complex manner
- Adopted advanced technologies such as Java, Spring Boot, MySQL, MongoDB, Redis, Maven and multi-threading/concurrency to build and maintain the system
- Participated in CI/CD processes to ensure smooth deployment of updates and new features deployment