



王歌 · Robby

Software Engineering · Technical Product

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Experience

2021 — PRESENT

Tencent 腾讯



Tencent · Game for Peace Project Team · Lightspeed & Quantum Studios Group

Continued in the same Activity & Platform Project Group across successive business modules.

Public product scale

- Game for Peace peak daily active users **90 million**
- 2024 gross bookings · third-party estimate **Approx. RMB 19 billion**

01 Game for Peace Full-scenario AI Engineering Delivery

2025 — Present

Currently focused on recommendation within search, ads and recommendation, including Jishitong recommendation delivery.

Public product milestone

- Jishitong is Tencent's first and among the industry's first wave of game products integrated with DeepSeek

02 Esports Live Streaming Services

2024 — 2025

Supported broadcasters and esports live streaming, reaching **2 million** peak concurrent users.

03 Game Replay Data Platform

2023 — 2024

Supported Digital AI Teammate, anti-cheat, automatic player highlight video generation, spectator mode, and other business scenarios.

04 Creator UGC System

2021 — 2023

End-to-end UGC content production tools for creators.

Public platform business results (disclosed through 2025)

- 200M+** cumulative players
- 360M** ecosystem content views in 2023
- RMB 50M+** in creator incentive distributions
- 33M+** peak daily active users

Education

COMPLETED 2021

Huazhong University of Science and Technology · 985 · Double First-Class

Master's degree · Computer Science and Technology

Research Focus

Nearest-neighbor search in high-dimensional spaces · High-performance real-time computing

Core Courses

Advanced Engineering Mathematics · Hadoop / MapReduce Programming Models and Applications · Search Engine Principles and Practice · Distributed Systems

COMPLETED 2019

Xidian University · 211 · Double First-Class

Bachelor's degree · Software Engineering

GPA: 3.67 / 4.00 · Top 10% in major

Core Courses

Data Structures · Algorithm Design · Computer Networks · Operating Systems · Computer Organization & Architecture · Advanced Mathematics · College Physics

Award:

Second Prize · National English Competition for College Students · May 2017

Career Focus

DIRECTION

AI Products

TARGET ROLE

Technical Product

STARTUP ROLE

Startup CTO

CORE EDGE

Technical Depth · Product Judgment · Aesthetic Sense

Core Strengths

01 · ENGINEERING

Technical Capabilities

- Cloud-native & platform engineering: Kubernetes, Docker, service orchestration and observability
- Real-time computing & data platforms: high-performance systems, Replay platform and online services
- AI engineering & recommendation delivery: model integration, search/ads/recommendation and production delivery
- Full-stack systems & reliable releases: web, APIs, databases, operations tooling and rollback-ready delivery

02 · PRODUCT

Aesthetic & Product Capabilities

- Visual judgment and interface quality
- Information architecture and complex-system productization
- Creator tools and user experience design
- From product definition to cross-functional delivery

03 · ENGLISH

English Proficiency

CET-4	CET-6
637	617

04 · LEARNING

Lifelong Learning

- An INFJ perspective grounded in deep thinking about people, products and complex systems
- Strong information-gathering and rapid-learning ability across new domains
- An active thinker who continuously proposes and validates new ideas

Selected Projects

2025 — Present

Jishitong Recommendation Engineering

Role: Recommendation engineering and product delivery

Recommendation pipeline engineering and production delivery for Jishitong.

2024 — 2025

Game for Peace Esports Live Streaming Services

Role: Backend service engineering for esports streaming

Contributed to broadcaster and esports live streaming services supporting peak concurrency of 2 million viewers.

2023 — 2024

Match Replay Review System

Role: Replay data capabilities and player-facing review product delivery

Built on the game Replay data platform to provide players with match-history review and highlight replay experiences.

2021 — 2023

One-click Cook System

Role: UGC content-production tooling

A content-production tool developed during the creator UGC platform phase.

Graduate study

Naive Bayes Classifier

Role: Independent developer

Implemented with Java and Hadoop MapReduce, covering document and term-frequency statistics, prior and conditional probability calculation, and test-set classification.

Undergraduate

Power Project Subcontracting Information System

Role: Lead developer for the main system · independently developed the client subsystem

Built a Java Web main system with Spring Boot, MySQL, Redis and Layui, plus a Python/PyQt client supporting Excel import/export, business workflows and data-difference comparison.

Undergraduate

Distributed Vehicle Trajectory Reconstruction System

Role: Independently built the cluster and Kafka filtering; contributed to Redis / HBase data flows

Built a Kafka, Redis, HBase and Spark cluster for road-sensor data, delivering vehicle-pass statistics, trajectory reconstruction and encounter counts on the web.

Additional

- Founded a rock climbing association (department-level)
 - Activities: International Student Exchange Summer Camp · Blockchain Development Hackathon · Drama Festival · University Debate Competition · University Choir Competition
- Hosted “Firefly Space” (company-wide event)
 - Interests: Fitness (3+ years)