

Qitong (Tong) Lan

Backend Software Engineer | APIs, Distributed Systems, SQL & Cloud

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PROFESSIONAL SUMMARY

Hands-on backend and platform engineer with 8+ years of commercial experience building and supporting enterprise billing, telecommunications CRM, and game-operations systems. Experienced in API design, distributed and event-driven processing, relational data, production support, and cloud delivery across Java/Spring Boot and TypeScript/Node.js environments. Completed a Master of Information Technology at the University of Western Australia in 2025 while continuing to build and operate LetLetMe, a real-time platform used by 800+ users.

CORE TECHNICAL SKILLS

Languages	Java, TypeScript, JavaScript
Backend	Spring Boot, Node.js, REST APIs, microservices, Kafka, authentication
Frontend	React, Next.js, HTML/CSS, Tailwind CSS
Databases	SQL, PostgreSQL, MySQL, Redis, data modelling, query optimisation
Cloud	AWS, Docker, Terraform, Linux, CI/CD, Jenkins, GitHub Actions, Vercel, Cloudflare
Engineering	Event-driven architecture, system design, automated testing, observability, code review, production support

WORK EXPERIENCE

Senior Software Engineer

December 2021 - June 2023

China Telecom Cloud Technology Co., Ltd. | Guangzhou, China

- Delivered core backend services as one of three senior engineers on a distributed cloud billing program, while guiding three junior engineers within the workstream.
- Modelled pricing, billing, invoice, and account responsibilities as separate service domains with versioned API contracts and independent deployment boundaries.
- Implemented Kafka-based event processing for reliable asynchronous movement of usage records through calculation, discount, billing, and invoice workflows.
- Built Java/Spring Boot and Node.js APIs that converted cloud-product usage into calculated charges, persisted billing results, and exposed account and invoice data.
- Worked with the architect, project manager, product stakeholders, and upstream cloud-product teams to translate billing rules, review changes, maintain CI/CD, and resolve production issues.

Senior Software Engineer

January 2018 - December 2021

NetEase Games | Guangzhou, China

- Developed workflow automation services for ticket creation, engagement, and user segmentation used by operations teams across 50+ games.
- Implemented secure APIs and authenticated workflows that tracked operational state, support history, and customer communications for platforms serving hundreds of thousands of VIP customers.
- Built backend services in Java/Spring Boot and web integrations in JavaScript for globally distributed game-operations systems.
- Maintained Jenkins pipelines and AWS deployments supporting repeatable delivery across operations systems.
- Diagnosed production defects, improved reliability of internal tools, and worked with QA, product, and operations teams throughout delivery and support.

Junior Software Engineer

July 2014 - January 2018

China Telecom Corporation Limited | Guangzhou, China

- Built and supported backend CRM services for order processing, billing, customer management, and account provisioning across provincial telecommunications services serving millions of users in Guangdong.
- Optimised SQL and refactored legacy Java service logic to improve response performance and maintainability in a high-traffic environment.
- Troubleshooted daily production issues and delivered tested changes under established deployment standards.

PROJECTS

LetLetMe FPL Platform [Live](#) | [Case study](#)

April 2020 - Present

Next.js, TypeScript, Bun, Elysia.js, GraphQL, PostgreSQL/MySQL, Redis, Cloudflare, Vercel

- Built and operate the backend and data-processing systems for a real-time Fantasy Premier League analytics and tournament platform used by 800+ users.
- Designed scheduled ingestion, live data synchronisation, scoring workflows, and Redis-backed caching to turn fast-moving external data into responsive analytics and tournament features.
- Implemented REST and GraphQL services backed by PostgreSQL/MySQL and Redis, with automated tests and GitHub Actions CI/CD across backend services.
- Deployed and operate web, API, and data-processing components across Vercel, Cloudflare, VPS services, and Docker.

Vehicle Operations & Compliance Platform

2025

Next.js, TypeScript, Better Auth, Drizzle ORM, PostgreSQL, Supabase, Vercel

- Built and deployed a role-secured platform that centralises vehicle, driver, inspection, agreement, signature, document, and compliance data and workflows.
- Enforced organisation-aware access for admin, manager, inspector, and viewer roles using Better Auth, server-side permission checks, and Zod validation.
- Separated API routes, service-layer business logic, and Drizzle/PostgreSQL data access, with schema migrations and deployment through Supabase and Vercel.
- Implemented multi-step inspections and agreements, reusable templates, digital signatures, supporting-file storage, audit records, and administrative email configuration.

CERTIFICATIONS & PROFESSIONAL CREDENTIALS

- [AWS Certified Solutions Architect - Associate](#) (2025)
- [AWS Certified Cloud Practitioner](#) (2025)
- ACS Skills Assessment: Analyst Programmer, Software Engineer, Developer Programmer

EDUCATION

The University of Western Australia

July 2023 - July 2025

Master of Information Technology

Hunan University

July 2010 - June 2014

Bachelor of Engineering in Electronic and Information Engineering