

Cequn Yang

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Open to relocation to Germany | Chinese (Native) | English (B2) | German (A2)

C++ software engineer with 8 years of experience in desktop client development, diagnostics tooling, and SDK integration, with work spanning large scale e-commerce workflows and UAV monitoring platforms. Hands-on background in MFC, duilib, and ActiveX plugin development, with growing Qt/QML and Linux exposure for cross-platform roles.

EDUCATION

[Jilin University](#)

Sept 2013 - Jun 2017

Bachelor of Engineering in Information Engineering

Recognized degree in Germany (ANABIN H+).

SKILLS

Languages: C++17/20, Python, Lua, JavaScript/jQuery, PHP, SQL

Desktop and UI: Desktop client development, Qt/QML, MFC, duilib (UI framework), OpenCV

Systems and Tools: SDK integration, diagnostics tooling, debugging, troubleshooting, Git, SVN, CI/CD, Linux

Engineering Focus: Desktop client development, client architecture, SDK integration, diagnostics tooling, system integration

EXPERIENCE

[Pinduoduo](#)

Mar 2020 - May 2025

C++ Software Engineer

- **Development:** Developed and maintained a Windows IM client for merchants and consumers using C++17/20 and duilib (Windows UI framework), covering UI behavior, message interaction, and ongoing client maintenance in a high usage e-commerce environment, and supporting product DAU growth from 1.2M in 2020 to 2.6M in 2025 and average daily usage growth from 4 to 6 hours.
- **Ownership:** Owned multiple core Windows desktop client workflows, including message sending, synchronization, retraction, history lookup, reminders, quick reply, shortcut-driven interactions, and related features, while supporting daily production troubleshooting and issue analysis.
- **Integration:** Led the replacement of several core client parsing libraries and maintained multiple Windows security, risk control, and device information tooling surfaces with lower level SDK integration.
- **Scope:** Worked across UI logic, client business workflows, and lower level integrations in a mature desktop codebase used daily by merchants and consumers.

[Hikrobot](#)

Jul 2017 - Feb 2020

C++ Software Engineer

- **Development:** Developed the first OCX/ActiveX plugin for an IE-based UAV monitoring platform using C++ and MFC, contributing across plugin design, feature delivery, and release support; by late 2019, it had been deployed to 100+ institutions with support for real time video/image display and key object identification.
- **Tooling:** Built 10+ engineering and production tools with C++, Lua, Python, MFC, and internal SDKs for transmission speed measurement, factory information writing, device status simulation, and automated fault/log troubleshooting in day-to-day engineering workflows.
- **Support:** Worked across both product delivery and internal tooling, supporting rollout, testing, and troubleshooting for UAV monitoring devices and related workflows.

[Ruiju Information \(Remote\)](#)

Feb 2016 - Jan 2017

Full Stack Web Developer Intern

- **Delivery:** Built and delivered 3 corporate portal websites from scratch in a remote internship, using JavaScript/jQuery, CSS, PHP, and SQL across frontend, backend, and database layers, including page implementation, server-side logic, and content/data handling; within the first year after launch, the best performing site reached an average of 100+ daily active users.
- **Ownership:** Owned the full delivery lifecycle across implementation, testing, iteration, and final handoff for multiple company website projects.
- **Breadth:** Handled a broad scope in a small remote setup, spanning frontend styling, PHP backend changes, SQL data work, testing, and final delivery.