

Ren Binglin

AI Applications / AI Architect / Full-Stack · Chengdu

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Summary

Ten years in software development and team management. Focused on shipping LLM applications, 0→1 AI product architecture, and full-stack delivery, with enterprise delivery and team leadership. Strong in PHP / Golang / Python; bridges customer needs and commercial AI outcomes. Shared model-training work on Hugging Face.

Experience

Huaxing

2026.03 – 2026.09

AI application development · Enterprise AI

- Built a private AIGC comic studio for one-click AI short-video and drama production, cutting retries 35%.
- Shipped an automated live-clipping factory: AI highlight detection, editing, and Douyin publishing for MCN matrices.
- Delivered an operations assessment system: scheduled knowledge collection, AI question drafting, lead review, and practice UX.
- Built a unified AI gateway for provider access and internal API key distribution; also shipped motion transfer, brand posters, and training plugins.

Co-founder · Independent venture

2021.05 – 2026.02

AI commercialization · Architecture & full-stack · Team leadership

- Took on custom AI projects for B/C clients, wrote requirements, and defined product goals and commercial paths.
- Led architecture, stack choices, and development for travel agents and AI companion products, owning timeline and budget.
- Managed engineering resources and iterated from user feedback across multiple high-satisfaction deliveries.
- Practiced LLM application stacks and shared training results on Hugging Face.

Chengdu Weidangjia Technology Co., Ltd.

2018.02 – 2021.01

Project Manager / Tech Lead

- Owned architecture and full-stack delivery for enterprise products with ThinkPHP / Laravel, including EMS / ERP, hotel mini-programs, and food-delivery apps.
- Ran projects end-to-end from requirements to launch, staffing, scheduling, and post-launch ops/tech support.
- Established coding standards and improved performance, security, and extensibility.

Guangzhou Biruan Information Technology Co., Ltd.

2016.10 – 2017.12

PHP Engineer

- Designed and built mobile-product backends in PHP for enterprise outsourced products through launch.
- Contributed to performance and security hardening and team development standards.

Selected projects

Travel Anytime · AI travel agent

Architecture + full-stack lead

- Built a travel agent 0→1: itineraries from destination, days, and preferences, plus Q&A, routing, and tips.
- Python with LLM APIs and intent recognition; mini-program / WeChat-ready with SaaS potential.

Character Cards · AI companion

Full-stack + AI interaction

- Led a C-end companion product: emotion detection, dialogue, scenario simulation, and character progression.
- PHP / Golang backend with an LLM dialogue engine fused to card gameplay.

Lead-gen platform · Multi-account marketing

Architecture + Golang

- Golang multi-WA acquisition platform for lead capture, outreach, and marketing analytics.
- Gin + Redis + Kafka for concurrency and account orchestration; hundreds online, 30%+ efficiency gain.

AIGC Comic Studio

Private AIGC system

- Private one-click short-video / drama workflow; leaner than public tools, -35% retries.

Automated live-clipping factory

Content automation

- AI scripts clip highlights from high-volume MCN livestreams and publish to Douyin for matrix output.

Unified AI gateway

AI infrastructure

- Central gateway and project API key distribution across teams and providers.

Education

Sichuan Normal University

2012 – 2016

Software Engineering · Bachelor

- Core software-engineering and project-management foundations; shipped outsourced PHP projects while studying.

Skills

AI LLM apps · RAG · Agents · Training / tuning · Interactive UX

Build Python · Golang · PHP · FastAPI · Gin · Gorm · ThinkPHP · Laravel

Data MySQL · MongoDB · PostgreSQL · Elasticsearch · Redis · Kafka · RabbitMQ

Ship Docker · AWS · Alibaba Cloud · Nginx · Linux · Git · Jenkins