Yang, Bo

Developer

☎ +1-415-420-9693

🏠 https://yang-bo.com

✉ pop.atry@gmail.com

🐦 pop_atry

👽 yang_bo

✋ 955091

🐙 Atry

About me

I am is a developer who knows how to create application frameworks.

I founded various open-source projects for creating micro-services, neural networks, reactive GUIs, and DSLs, which are stared 3000+ times on Github.

My current interesting is machine learning engineering or development in functional programming languages, especially for creating developer tools or frameworks.

Skills

Scala

Machine Learning

Software Design

Agile Project Management

Scala.js ⋆5.5   Haxe ⋆5.5
OpenCL ⋆5   ActionScript ⋆4
C++ ⋆4   Java ⋆4   JavaScript ⋆4
DevOps ⋆4   Testing ⋆3   C ⋆3
Spark ⋆3   Akka ⋆3

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Open-source projects

2018-present	**Dsl.scala** is a framework to extend Scala language features in libraries. I also ported this framework to Haskell as Control.Dsl.	Scala
2016-present	**DeepLearning.scala and Compute.scala** are libraries for creating complex neural networks.	Scala
2015-present	**Binding.scala** is a reactive templating language for creating web and desktop GUI.	Scala
2015-2016	**Microbuilder** is a toolkit that helps you build system across micro-services implemented in various languages communicating via RESTful JSON API.	Haxe / Scala / Java / JavaScript
2012-present	**haxe-continuation** provides `async`/`await` syntax for Haxe.	Haxe
2010-present	**protoc-gen-as3** is a Protocol Buffers plugin for ActionScript 3.	ActionScript3
2007-present	**other 100+ of open-source projects**	

Publications

2017	DeepLearning.scala 2.0: Statically Typed Neural Networks
2017	More than React
2009	Adobe Flex 3: Training from the Source (translator)

Talks

2017	Deeplearning.Scala——Thoughts and practices on open source deep learning framework	DBTC
2017	Monadic Deep Learning	Strange Loop
2017	Neural Networks & Functional Programming	ArchData Summit · Beijing
2016	More than Async	QCon · Beijing
2015	Specific-domain extension in an universal language	ECUG Con

Experience

2015-2019	**Thoughtworks Inc** — I maintained some open-source projects sponsored by ThoughtWorks. I also took the role of consultant or technical leader in various delivery teams for creating mobile and web applications and data platforms.	Senior Consultant / Lead Consultant
2014	**Shenzhen QiFun Network Corp., LTD** — I led the Q-Force Team in developing game engine along with its related tools, and two mobile games.	Chief Programmer
2011-2013	**Shenzhen Putaoteng Network Technology Co., Ltd.** — I led the start-up team in developing a 3D side-scrolling game engine VinyHome and a social game Nan Da Nu Pei.	Co-founder
2008-2011	**NetEase, Inc.** — I participated in various product teams as a developer or the technical lead, including Zhan Guo Feng Yun (web game), Ka Pai Dui Jue (web game), Deepcold (3D game engine).	Chief Programmer
2007	**Beijing HiPiHi Information Technology Corp.,Ltd** — I developed variant components of both client-side and server-side for a 3D virtual world, HiPiHi World.	Software Engineer
2006-2007	**Beijing AutoNavi Software Co., Ltd.** — As a developer, I developed some components for a 3D navigation software.	Software Engineer

Education

2002-2006	Southwest University of Political Science and Law	Bachelor Of Laws