



Yang, Bo

Developer

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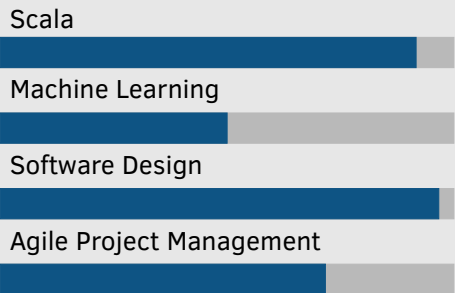
About me

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

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

My current interests include machine learning infrastructure and the application of functional programming languages to real-world problems.

Skills



Hack ★5.5 Haxe ★5.5 OpenCL ★5
DevOps ★5 ActionScript ★4
C++ ★4 Java ★4 JavaScript ★4
Rust ★4 OCaml ★4 Testing ★3
C ★3 Spark ★3 Akka ★3

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

Experience

- 2023- Preemo Inc Machine Learning Engineer
As Preemo's only MLE, I conceptualized multitenancy service for fine-tune and inference, and developed the whole API service from scratch, sonely, known as https://gradient.ai, except for billing and authentication modules.
- 2019-2022 Meta Platforms Inc Software Developer
I built machine learning infrastructure to detect payment fraud and integrated it into a variety of products. Then I joined the Hack/HHVM OSS team, where I was in charge of maintaining HHVM's open-source branch.
- 2015-2019 Thoughtworks Inc Senior Consultant / Lead Consultant
I maintained a number of open-source projects sponsored by ThoughtWorks, and as a Tech Lead, delivered various projects of mobile, web applications, and data platforms.
- 2014 Shenzhen QiFun Network Corp., LTD Chief Programmer
I led the Q-Force Team in developing a game engine along with its related tools, and two mobile games.
- 2011-2013 Shenzhen Putaoteng Network Technology Co., Ltd. Co-founder
I led the start-up team in developing a 3D side-scrolling game engine VinyHome and a social game Nan Da Nu Pei.
- 2008-2011 NetEase, Inc. Chief Programmer
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).
- 2007 Beijing HiPiHi Information Technology Corp.,Ltd Software Engineer
developed in the both server-side and client-side of the 3D virtual world, HiPiHi World.
- 2006-2007 Beijing AutoNavi Software Co., Ltd. Software Engineer
As a developer, I developed some components for a 3D navigation software.

Open-source projects

- 2021-2022 HHVM C++/Rust/OCaml
is Meta's virtual machine to run Hack. I ported the open source branch of HHVM to NixOS and created CI pipeline for building, testing, and packaging HHVM.
- since 2018 Dsl.scala Scala
is a framework to extend Scala language features in libraries. I also ported this framework to Haskell as Control.Dsl.
- since 2016 DeepLearning.scala and Compute.scala Scala
are libraries for creating complex neural networks.
- since 2015 Binding.scala Scala
is a reactive templating language for creating web and desktop GUI.
- 2015-2016 Microbuilder Haxe / Scala / Java / JavaScript
is a toolkit to build system across micro-services implemented in various languages communicating via RESTful JSON API.
- since 2012 haxe-continuation Haxe
provides async/await syntax for Haxe.
- since 2010 protoc-gen-as3 ActionScript3
is a Protocol Buffers plugin for ActionScript 3.
- since 2007 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 OSS AI 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

Education

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

