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

Scala

Machine Learning

Software Design

Agile Project Management
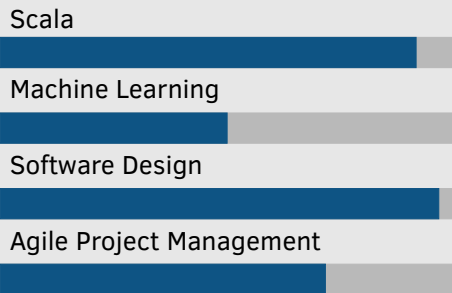
Hack ⋆5.5   Haxe ⋆5.5   OpenCL ⋆5
DevOps ⋆5   ActionScript ⋆4
C++ ⋆4   Java ⋆4   JavaScript ⋆4
Rust ⋆4   OCaml ⋆4   Testing ⋆3
C ⋆3   Spark ⋆3   Akka ⋆3

(*)[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 and solely implemented the multitenancy service for LLM fine-tune and inference from scratch. Preemo's public service https://gradient.ai is a wrapper of the service I built.

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	Tech Lead

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.	Tech Lead

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	Mondic Deep Learning	first author
2017	Ad-hoc polymorphic delimited continuations	first author
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