



# Yang, Bo

## Developer

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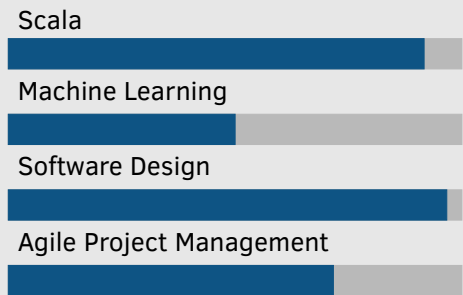
## About me

I am 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 starred 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



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).]

## Open-source projects

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

- 2019-2022 Meta Platforms Inc Software Developer  
I built machine learning infrastructure to detect fraud in payments and integrate it into various products. Then I moved to Hack/HHVM OSS team, maintaining HHVM's open source branch.
- 2015-2019 Thoughtworks Inc Senior Consultant / Lead Consultant  
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.
- 2014 Shenzhen QiFun Network Corp., LTD Chief Programmer  
I led the Q-Force Team in developing 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  
I developed variant components of both client-side and server-side for a 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.

## Education

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