

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 starred 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 multitenancy service for fine-tune and inference, and developed the whole API service from scratch, solely, 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 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

