(Yang Bo)

Lead Consultant

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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
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**	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	DBTC
2017	Monadic Deep Learning	Strange Loop
2017		ArchData Summit ů Beijing
2016	More than Async	QCon ů Beijing
2015	Specific-domain extension in an universal language	ECUG Con

Experience

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 .	
2008-2011	NetEase, Inc.	Chief Programmer
	I participated in various product teams as a developer or the technical lead, including (web game), (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 Lows