

Yang, Bo

Developer



+1-415-420-9693



<https://yang-bo.com>



pop.atry@gmail.com



[pop_atry](#)



[yang_bo](#)



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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

Scala

Machine Learning

Software Design

Agile Project Management

Scala.js ★5.5 Haxe ★5.5
OpenCL ★5 ActionScript ★4
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——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

- 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