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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.

Technology	Percentage of Respondents
Scala	90%
Machine Learning	40%
Software Design	95%
Agile Project Management	75%

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).]

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 <code>async/await</code> 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	

2017	DeepLearning.scala 2.0: Statically Typed Neural Networks	
2017	More than React	
2009	Adobe Flex 3: Training from the Source	translator

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

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. I also took the role of Consultant or Tech Lead in various delivery teams for creating mobile and web applications, as well as data platforms.	
2014	Shenzhen QiFun Network Corp., LTD	Chief Programmer
	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.	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.	

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