

杨博 (Yang Bo)

Developer

+1-415-420-9693
https://yang-bo.com
pop.atry@gmail.com
pop_atry
yang_bo
955091
Atry

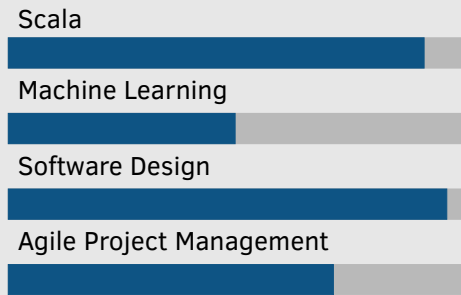
About me

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.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——开源深度学习框架思考与实践 DBTC
2017 Monadic Deep Learning Strange Loop
2017 神经网络与函数式编程 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 男搭女配.

2008-2011 **NetEase, Inc.** Chief Programmer
I participated in various product teams as a developer or the technical lead, including 战国风云 (web game), 卡牌对决 (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