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 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
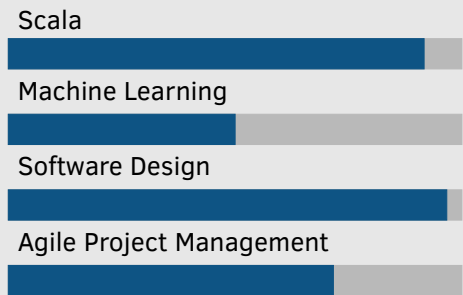
Hack ⋆5.5   Haxe ⋆5.5   OpenCL ⋆5
DevOps ⋆5   ActionScript ⋆4
C++ ⋆4   Java ⋆4   JavaScript ⋆4
Rust ⋆4   OCaml ⋆4   Testing ⋆3
C ⋆3   Spark ⋆3   Akka ⋆3

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Open-source projects

2021-2022	HHVM	C++/Rust/OCaml

is Meta's virtual machine running Hack. I ported the open source branch of HHVM to Nix 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 that helps you 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	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

2019-2022	Meta Platforms Inc	Software Developer

I built machine learning infrastructure to detect fraud in payments and integrate it into various products. Then I moved to Hack/HHVM OSS team, maintaining HHVM's open source branch.

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