



Yang, Bo

Machine Learning Engineer

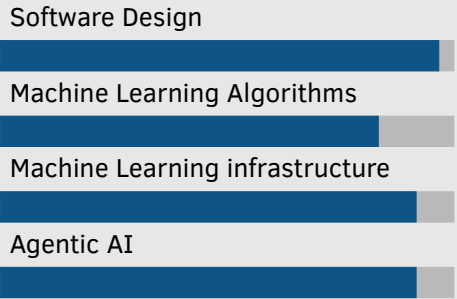
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About me

I operate as half researcher, half engineer. The researcher in me creates and maintains open-source projects (3000+ stars) and publications in deep learning and functional programming. The engineer in me architects production systems from scratch for ambiguous domains, building the best practices for serverless LLM platforms and multi-agent systems where none existed before.

This duality defines my technical expertise: I am half systems programmer, half AI architect. I leverage a deep foundation in programming frameworks and performance engineering to build and operationalize the next frontier of AI.

Skills



Scala ★5.5 Python ★5.5 Hack ★5.5
Haxe ★5.5 OpenCL ★5 DevOps ★5
Agile Project Management ★4.3
ActionScript ★4 C++ ★4 Java ★4

Experience

- 2024- Tacnode Machine Learning Engineer
Built a serverless platform for LLM fine-tuning, test-time training, and inference, integrated with Discord and Hugging Face. Developed a multi-agent agentic system for database engineering. Owned LLMops/MLOps, DevOps, and observability end-to-end.
- 2023-2024 Gradient.AI Machine Learning Engineer
Designed and shipped serverless LLM inference and fine-tuning APIs that support test-time training loops in a multi-tenant environment.
- 2019-2022 Meta Platforms Inc Software Developer
Built machine-learning infrastructure for payments fraud detection. Maintained the HHVM open-source branch and Hack standard libraries, ported HHVM to multiple Linux distributions, and built its CI pipeline.
- 2015-2019 Thoughtworks Inc Lead / Senior Consultant
Delivered product line engineering consulting for Huawei and led architecture for Scala projects for RCA. Founded and maintained open-source projects including Binding.scala and DeepLearning.scala.
- 2006-2014 Various Game Companies Game Developer / Tech Lead
Developed and led teams to build multiple game engines, mobile/web/social games, and 3D applications. Key contributions include engine architecture, development tools, CI/CD pipelines, and open-source libraries.

Open-source projects

- 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 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

- 2025 CE-U: Cross Entropy Unlearning first author
- 2017 Mondic Deep Learning first author
- 2017 Ad-hoc polymorphic delimited continuations first author
- 2009 Adobe Flex 3: Training from the Source translator

Talks

- 2017 Deeplearning.scala - Thoughts and practices on OSS AI 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

Education

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