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

Software Design

Machine Learning Algorithms

Machine Learning infrastructure

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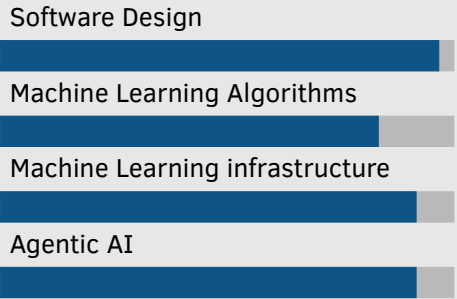
Scala ⋆5.5   Python ⋆5.5   Hack ⋆5.5
Haxe ⋆5.5   OpenCL ⋆5   DevOps ⋆5
Agile Project Management ⋆4.3
ActionScript ⋆4   C++ ⋆4   Java ⋆4

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 fine-tuning and inference API services for large language models (LLMs), enabling elastic scaling 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