

Yang, Bo

Machine Learning Engineer



yang-bo

About me

I am a Machine Learning Engineer focused on architecting and operationalizing reliable, high-leverage ML and language model platforms end-to-end.

I blend deep systems engineering (performance, reliability, observability) with functional programming to create concise, extensible, and correct abstractions for data, model, and multi-agent workflows.

A long-time open-source maintainer (3000+ GitHub stars across frameworks for neural networks, reactive UI, micro-services, and DSLs), I emphasize automation, clarity of design, and sustainable velocity over ad-hoc complexity.

I bring a product mindset, rigorous engineering standards, and a bias toward serverless scalability, safety, and measurability in every ML system I help shape.

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
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).]

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.

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| 2023-2024 | Gradient.AI Designed and shipped serverless fine-tuning and inference API services for large language models (LLMs), enabling elastic scaling in a multi-tenant environment. | Machine Learning Engineer |
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|-----------|---|--------------------|
| 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. | |

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|-----------|---|--------------------------|
| 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. | |

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|-----------|---|----------------------------|
| 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

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|-----------|--|----------------|
| 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. | |

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| 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. | |

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| since 2016 | DeepLearning.scala and Compute.scala are libraries for creating complex neural networks. | Scala |
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| since 2015 | Binding.scala is a reactive templating language for creating web and desktop GUI. | Scala |
|------------|---|-------|

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|-----------|--|----------------------------------|
| 2015-2016 | Microbuilder is a toolkit to build system across micro-services implemented in various languages communicating via RESTful JSON API. | Haxe / Scala / Java / JavaScript |
|-----------|--|----------------------------------|

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|------------|---|------|
| since 2012 | haxe-continuation provides <code>async/await</code> syntax for Haxe. | Haxe |
|------------|---|------|

since 2010 `protoc-gen-as3` is a Protocol Buffers plugin for ActionScript 3.

since 2007 other 100+ of open-source projects

Publications

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|------|--|--------------|
| 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

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|------|---|---------------------------|
| 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