

Boyuan Deng

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EDUCATION

University of California, Berkeley

Electrical Engineering and Computer Science B.S. - GPA: 3.5

Aug. 2020 – May 2023

Berkeley, CA

EXPERIENCE

Aqueduct (Redpoint Ventures Porfolio) | Software Engineer Intern

Feb 2022 – Aug 2022

Open-source workflow management platform for data engineering pipelines

San Francisco, CA

- Led the user-feedback project that resolve fifteen critical bugs that are deteriorating user experience
- Expand the workflow engine to process non-tabular data such as json, numeric, and other python-pickable objects
- Utilized RESTful API to build communication routes between UI and server; developed the pattern of constructing and parsing http request to improve code maintainability
- Implemented a notification system for user to monitor workflow execution status; enabled user to customize metrics to trigger various types of signal
- Tech Stack: Go, Python, React, Typescript, REST API, Next.js, MUI, AWS EC2, AWS S3, Kubernetes

Avalanche | Software Engineer Intern

Sep. 2021 – Dec. 2021

ML model training acceleration and deployment tool

San Francisco, CA

- With the team, designed and developed the storage level to store and extract language model using AWS S3
- Built cache system to store useful metadata in previous training set to boost performance in the future training
- Created a user demo to showcase hAIsen reduces training time by five times on a language model training task
- Tech Stack: Python, React, C++, Tensorflow, Pytorch, AWS EC2, kubernetes

Insider | Full-Stack Engineer

Dec 2021 – Feb 2022

Web3 Gamefi Analytics Platform

Berkeley, CA

- Extracted on-chain data to create a return-of-investment ranking board for the axie infinity project
- Built a simple indexing system for rohin bridge to extract transaction information about a specific block
- Developed a dashboard to display graphical insights about a wallet's interaction with supported gamefi projects
- Tech Stack: Web3.js, Ether.js, Alchemy, Python, Javascript, AWS EC2

Applient | Full-Stack Engineer

Jun 2021 – Aug 2021

Job Application Autofilling Tool

Berkeley, CA

- Developed a Chrome extension using JQuery & Bootstrap to fill online job application in one click
- Implemented a web scraper using Python BS4 and HTTPX to collect related information from job-listing websites
- Built and hosted the user portal with AWS EC2; stored user data using Chrome storage API and AWS S3

RESEARCH

RISE System Lab at Berkeley | Undergraduate Researcher

Sep 2021 – March 2022

<https://github.com/loglabs/mltrace>

- Topic: tracing tools to enhance observability for ML Pipelines in the context of heterogeneous stacks of tools
- Collaborated with other reseachers to prototype a autologging system for key pipeline metrics and parameters
- Refactored codebase and built Docker containers to separate UI and server components for easier installment
- Created dashboards and pictograms with React.js to convert querying results from pipeline component run to insights regarding component performance by linking back-end generated data with front-end React component

BAIR AI Lab at Berkeley | Research Assistant

March 2022 – May 2022

<http://ai-climate.berkeley.edu/>

- Built a static website using React to share information about berkeley climate initiative and integrate the website with Jekyll to enable content writers to update the website without coding
- Collect updates from individual research projects and present the summary in the bi-weekly climate seminar

TECHNICAL SKILLS

Languages: Python, Go, JavaScript, SQL, HTML/CSS, Java, C++

Tools: AWS EC2 & S3, React, Node.js, Docker, Kubernetes, Flask, JUnit, Material-UI, jQuery, Typescript, REST API