George He

georgewhog6@gmail.com | 408.731.0123 | georgehe.me

EDUCATION

STANFORD

M.S. COMPUTER SCIENCE GPA: 4.00 Concurrent

UC BERKELEY B.S. ELECTRICAL ENG. & COMPUTER SCIENCE Highest Honors (Top 3%)

SKILLS

GPA: 3.981/4.0

GENERAL

API Design System Design Software Architecture Database Systems Distributed Computing Machine Learning Advanced Algorithms Computer Networks Computer Security IP Law

LANGUAGES

Experienced:

Python • Java • Scala • C C++ • Javascript • Go • Dart

Familiar:

MySQL • Swift 2 • OCaml

FRAMEWORKS

Experienced:

Spark • Hadoop • Polymer Google Cloud Platform ¡Query • AngularJS

Familiar: Scalatra

CERTIFICATIONS

PATENT AGENT USPTO

August, 2018

LINKS

Github:// georgehe4 LinkedIn:// georgehe4 Portfolio:// georgehe.me

EXPERIENCE

GOOGLE - TECH LEAD - CLOUD MONITORING SOFTWARE ENGINEER III Jan 2016 - Present | Java, C++, Python | Cambridge, MA

- Design and launch multiple APIs for data collection across all GCP services
- Design systems to handle 100k+ QPS and billions of resources e.g. https://cloud.google.com/kubernetes-monitoring
- API governance reviewer enforcing API uniformity across Google

GOOGLE - SEARCH INDEXING

SOFTWARE ENGINEER INTERN

May 2016 - Aug 2016 | Golang, Polymer, AngularJS | Mountain View, CA

Tooling and infrastructure for machine-learning pipelines

GRAND ROUNDS - PHYSICIAN QUALITY DATA SCIENCE CONSULTANT Jan 2016 - May 2016 | Python, AWS, Spark | Berkeley, CA

• Design and analyze prediction pipelines for health care data to detect important signals that affect patient care

GOOGLE - ADS

SOFTWARE ENGINEER INTERN

May 2015 – Aug 2015 | Dart, Python, Polymer, Google App Engine | Portland. OR

- Lead project to create frontend/backend for https://dartpad.dartlang.org
- Conducted UX and usability research in London

PHOTO LAB | ACQUIRED BY DROPBOX SOFTWARE ENGINEER INTERN January 2013 - June 2013 | Objective C | Palo Alto, CA

• Design and create a cross-platform photo sharing app for Android and ios

RESEARCH

UC BERKELEY AMPLAB

UNDERGRADUATE RESEARCHER

January 2016 - December 2016 | Berkeley, CA

- Mango, a distributed genetic sequence visualization tool for big data
- Preprint: https://www.biorxiv.org/content/early/2018/07/03/360842.1

MACHINE LEARNING AT BERKELEY UNDERGRADUATE RESEARCHER January 2016 - December 2016 | Berkeley, CA

 Music recommendation - latent factor analysis and functional neural networks

UC BERKELEY SONGLAB

Undergraduate Researcher

August 2015 - December 2015 | Berkeley, CA

 Design and apply machine learning techniques to identify encrypted malware - focus on polymorphic code and and common attack vectors

PROJECTS/COMPETITIONS

UC BERKELEY STATISTICS DATAFEST BEST IN SHOW | OVERALL WINNER April 2016 | Python, Spark, R

• Apply ML and statistical models to predict TicketMaster sales data

SENTIMENT CHAT

CALHACKS 2015 | MOXTRA API WINNER

October 2015 | http://devpost.com/software/sentiment-chat | Azure, Python

• Natural language processing for analyzing message sentiments

3D MODELING - MICROSOFT KINECT

3D IMAGE PROCESSING

January 2014 | https://github.com/Georgehe4/kinectproject

• Create navigable 3D point cloud using C++, Kinect & OpenGL libraries