JASON YAO

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EDUCATION

New York University

College of Arts & Science BA in Computer Science (CS) Grad. May 2017

SKILLS

Programming

Programming Languages Java, Python, C, JavaScript, TypeScipt, Bash

Big Data Tools

(Py)Spark + Yarn, AWS EMR

Frameworks

Spring/SpringBoot, Django, NodeJS, Express

Databases

SQL: PostgreSQL, MySQL noSQL: MongoDB

Observability

Prometheus, Graphana, Kibana, LightStep, OpenTracing

Tools

git, vim, kubernetes, docker, npm, travisCI, AWS-cli, LATEX, droneCD, Guava, Consul, Envoy

General

Languages (Native Fluency) English, Mandarin

Miscellaneous

I know how to learn, use Google, sing badly in the shower, and read Stack Overflow. Obsessed with NYCRuns.

EXPERIENCE

New York, NY (3 years, 2 months) Squarespace

Software Engineer III (Domains) Mar. 2018 – Present

- First engineer on Domain Registrar team, turned Squarespace into a Domain Name Registrar, enabling direct domain registration and management without 3rd parties.
- Designed and built registrar TLS, EPP, and product features that lowered domain registrations from ~30s to ~100ms (99.6% reduc-
- Designed and built robust backend services and systems for Squarespace Emails that lowered error rates from ~40% to ~2%, and decreased customer support volume from ~60% to <1%
- · Reduced company reliance on 3rd party vendors by building out registrar functionality in-house, lowering domain costs on average by ~20%, and provided new uptime guarantee of 99.9% compared to old 3rd party's 95% uptime for all domain actions
- Proposed, designed, and built the backend systems for a generic fraud detection system, increasing the number of identified fraudulently purchased domains by over 3.5 times baseline. Converted fraud detection model at Squarespace from reactive to customer write-ins to proactively identifying fraudulently purchased domains
- · Wired up deep observability metrics via Prometheus/Graphana, providing useful technical and business dashboards and alerts in previously opaque systems running in production

MediaMath

New York, NY (8 months)

Software Engineer II

- Oct. 2017 Mar. 2018 • Tech Lead for a company-critical ETL service that generated all fee data used by thousands of advertising bidders world-wide
- · Reduced client friction by over 90%, and increased company's potential revenue substantially by enabling individual feature pricing
- Increased team developer velocity by >300% (based on story point completions before/after) by creating a command-line API interacting with service subsystems
- · Continued assuming SDE II responsibilities, increasing team cohesion, technical ability, and positive feedback loop implementations
- Significantly increased visibility and insight into the service by building out monitoring and resiliency layers

Software Engineer I

Jul. 2017 – Oct. 2017

- · Designed & built out mission-critical internal financial platforms depended upon by the core of the company (responsible for over 70% of company revenue)
- · Took on responsibilities of an SDE II early on, contributing to increasing team cohesion, technical ability, and the implementation of positive feedback loops for the team