

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,
TypeScript, 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, L^AT_EX, 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

Squarespace

New York, NY (3 years, 1 month)

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% reduction)**
- 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/Grafana, **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