JASON YAO

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EDUCATION

New York University

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

SKILLS

Programming

Languages

Java, Python, C, JavaScript, TypeScript, Bash

Big Data Tools

(Py)Spark + Yarn, AWS EMR

Web Frameworks

Spring/SpringBoot, Django, Flask, NodeJS, Express

Data Layer/Caches

PostgreŠQL, MySQL, MongoDB, Redis, Hibernate, JPA

Message Buses

Kafka, AWS SQS, RabbitMQ

Observability

Prometheus, Graphana, LightStep, OpenTelemetry

Tools

git, vim, Kubernetes, Docker, npm, TravisCI, Github Actions, DroneCD, LATEX, Consul, Envoy

General

Languages (Native Fluency)

English, Chinese

Miscellaneous

I know how to learn, use Google, sing badly in the shower, and read SO

EXPERIENCE

Google

New York, NY (I months)

Software Engineer L4 (Google Search) Sep 2021 – Present Software engineer on Google Search's developer efficiency team

Squarespace New York, NY (3 years, 6 months) Software Engineer III (Domains) Mar 2018 – Sep 2021

- 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% latency 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/Graphana, providing useful technical and business dashboards and alerts in previously opaque systems running in production

MediaMath

New York, NY (9 months) Jul 2017 – Mar 2018

Software Engineer I & II

- 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 unlocked 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