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

Squarespace   New York, NY (3 years,)
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/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

03.26.2021