# JASON YAO

JasonYao@nyu.edu
github.com/JasonYao
linkedin.com/in/JasonYaoNYU
+1 (949) 335-2639
www.JasonYao.com

## **EDUCATION**

## **New York University**

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

## **SKILLS**

## **Programming**

Programming Languages
Lava Python C. LavaScript

Java, Python, C, JavaScript, Bash

#### **Big Data Tools**

(Py)Spark + Yarn, AWS EMR

#### **Frameworks**

Spring/SpringBoot, Django, NodeJS, Express

#### **Databases**

SQL: PostgreSQL, MySQL noSQL: MongoDB

#### **Tools**

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

#### General

## Languages (Native Fluency)

English, Mandarin

#### Miscellaneous

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

## **ACTIVITIES**

Techwatch@MediaMath Phi Kappa Sigma Fraternity Tech@NYU

12.26.2019

### **EXPERIENCE**

#### **Squarespace**

New York, NY (1 year, 9 months)

Software Engineer III

Mar. 2018 – Present

- Software Engineer III on the **Domain Name Registrar** (DNR) team
- Turned Squarespace, Inc. into a DNR, enabling the ability to directly register, manage, and retrieve information about domains without 3rd parties
- Reduced company reliance on 3rd party vendors by building out registrar functionality in-house, projected to **lower costs on average by 20%**, and **increase reliability and uptime** for all domain actions
- First engineer on new team, building out a **Java SpringBoot-based** microservice wired into the monolith via Consul
- Wrote everything as part of the team from the underlying TLS/EPP layer to business features such as availability checks and domain registrations
- Wired up deep observability metrics via Prometheus/Graphana, providing useful technical and business dashboards and alerts

#### 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

## **Ivy Tech Capital**

Beijing, China (2 months) Jun. 2016 – Aug. 2016

Software Engineer Intern

• Created presentable **fantasy sports web service** MVP to incubator investors, winning an award for "Best Potential for Unicorn" by judging panel.

• Built with Python 3, Django, MySQL, nginx, and AWS