

Jack Huang

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github.com/lanjian

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TECHNICAL SKILLS

	● ● ●	● ● ○	● ○ ○
Languages	Python, Rust, Ruby	Java, TS/JS, GoLang	Scala, C++, C, Haskell
Technologies	AWS, Terraform, Docker, Make	Bazel, OpenGL, WebGL	Nginx, Jenkins
Frameworks	GraphQL, FastAPI, Rails, Sinatra	Node.js, Express.js, Three.js	A-Frame, React
Databases	PostgreSQL, MySQL, DynamoDB	Redis	MongoDB

PROFESSIONAL EXPERIENCES

- **Senior Software Engineer @ ALT.xyz**, San Francisco2021/04 - Present
 - With a team of 3 engineers, launched the Ledger service that handles all banking-related activities and money movements for the Alt Exchange Platform with an average monthly GMV of \$5 million
 - As lead infra engineer, built key infrastructure across all 3 teams, including monitoring, CI/CD, build/deployment, ETL, and testing pipelines
 - Continuously led efforts to improve developer productivity; Projects include personal development stacks on AWS and CLI tools that saw adoption by the whole engineering team
- **Senior Backend Software Engineer @ Ubiquity6**, San Francisco2019/04 - 2020/07
 - Launched Display.land - an unique photogrammetry app with 3D, AR, gameplay, and social components
 - Part of a team that built the app from idea to launch in six months, and grew it to 500k users with a robust and scalable serverless AWS stack
 - Delivered major app features and services such as location search, short-code generation, and space trailers using GraphQL/Apollo, API Gateway, Lambda, ECS, and Step Functions
 - Established and maintained key infrastructure pieces such as DNS, CDN, and databases using Route53, CloudFront, and DynamoDB
 - Uplifted engineering culture and raised code quality by introducing a team-wide BDD testing standard
- **Backend Software Engineer @ LinkedIn**, San Francisco2013/07 - 2018/10
 - Designed and implemented LinkedIn's video and document processing pipeline that handles millions of requests per day
 - Contributed to SlideShare's GDPR compliance by auditing and securing its public API and cleaning up 400TB of non-compliant user data
 - Created AWS infrastructure and deployment system with Terraform, Packer, and Jenkins for housing SlideShare's rich media conversion system
 - Created a scalable system that is responsible for detecting the language of slideshows uploaded through SlideShare
- **Software Engineer @ Side Effects**, Toronto2012/09 - 2012/12
- **Software Engineer @ Google**, Mountain View2012/05 - 2012/08
- **Software Engineer @ Electronic Arts**, Redwood City2011/09 - 2011/12

PROJECTS

- <https://github.com/LanJian/Raytracers>
Ray tracers in Rust, Python, and other languages
- <https://github.com/LanJian/Coffee2D>
HTML5 2D game engine
- <https://github.com/LanJian/Surreal>
Interactive world with a surrealist vibe

EDUCATION

Bachelor of Computer Science, Fine Arts Minor @ **University of Waterloo**, Canada

Class of 2013