# Peijun Ma

peijun.ma@pm.me | (647) 809-5248 | https://www.linkedin.com/in/peijun-ma/ | https://peijun.dev

### **Skills**

## **Technology**

#### **Expert**

I am able to onboard new team members with these technologies: Go, Scala, Python, Docker, Terraform, Google Cloud Platform, Linux, CircleCI

#### **Proficient**

I am able to be immediately productive with these technologies: Clojure, AWS, Kubernetes, TypeScript, Angular, Java, Jenkins

#### **Familiar**

I am able to pick up these technologies relativity quickly: Haskell, Rust, Vue.js, C#, AWS, C, React, Next.js

#### Other

- Designing and developing distributed systems
- · Architecting software systems using domain-driven and service oriented principles
- Developing continuous deployment workflows to Kubernetes in a production environment
- Administrating Unix-like operating systems, have knowledge of the OSI network model
- Writing technical documentation and producing infrastructure diagrams
- Solid understanding of data structures and algorithms
- Knowledgeable in agile (XP, Kanban, and Scrum)

# **Experience**

#### CircleCI

Software Engineer | June 2021 - December 2022

- Improved API coherency and tolerance of external faults by designing and implementing an **anti-corruption layer**
- Reduced observability costs by 25% while preserving ability to diagnose issues by auditing and consolidating usage of spans
- Increased customer engagement for self-hosted runner product by designing runner APIs and UIs
- Improved reliability for **80%** of customer jobs by designing and implementing the deprecation of legacy services
- Reduced storage costs by 50% by designing and implementing customer configurable storage retentions
- Improved software delivery confidence by designing comprehensive end-to-end testing framework

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### **Garner Distributed Workflow**

Software Engineer | November 2018 - April 2021

- Improved software delivery speed and consistency by implementing the GitOps process using ArgoCD
- Increased horizontal scalability of the production system by 30% by migrating the system to **Kubernetes**
- Granted the ability to improve the production infrastructure to the dev team by developing infrastructure as code project using **Terraform**
- Optimized the performance of graph DB queries by 2000x by reducing the runtime complexity of result parsing from  $\mathcal{O}(n^3)$  to  $\mathcal{O}(n\log n)$
- Improved the maintainability of the codebase by championing functional programming with weekly study sessions
- Reduced CI costs by 60% by migrating from Jenkins to Google Cloud Build

# **Projects**

### **Personal website**

Open Source project

https://gitlab.otonokizaka.moe/Umi/peijun.dev

- Built a personal website using Vue.js
- Published the website as a **Docker** image using GitLab CI
- Deployed the website automatically using **GitLab CI**

#### **Cloudflare DDNS**

Open Source project

https://github.com/MaT1g3R/cloudflare-ddns

• Purposed Cloudflare's DNS service as dynamic DNS using **Terraform** 

#### Office hour scheduler

Open Source project

https://github.com/office-hour-scheduler/ohs

- Collaborated with several other developers to build a webapp for scheduling office hours with professors
- Designed the backend using domain-driven design principles
- Implemented the backend API using GraphQL
- Built the artifact as a Docker image in CI

## **Option (Python Library)**

Open Source project

https://github.com/MaT1g3R/option

- Implemented a library to bring Rust-like Optional types to Python
- Integrated automated testing and deployment using Travis CI and codecov
- Published the library automatically to PyPi using the CI pipeline

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### **Chat bot**

Open Source project

https://github.com/MaT1g3R/YasenBaka

- Created a chat bot serving 1000+ chat rooms at its peak
- Explored asynchronous programming using the **asyncio** library
- Deployed the application using Docker to AWS

### Music player

Open Source project

https://github.com/MaT1g3R/musicview

- Designed a music player that discovers the least played songs for the user
- Created a simple UI using ncurses
- Synchronized between different threads using locks and condition variables

### ext2 file system

Course project, University of Toronto

- Implemented a ext2 file system from scratch using C
- Debugged the program using GDB, valgrind, and CLion
- Experimented with the CMake build system

### **Education**

## **University of Toronto**

September 2016 - June 2021

Honours Bachelor of Science, Computer Science Specialist