

# Jerry Duncan

Seattle, WA | [jerry@jerryduncan.dev](mailto:jerry@jerryduncan.dev) | [linkedin.com/in/jerry-duncan-dev](https://linkedin.com/in/jerry-duncan-dev)

---

## EXPERIENCE

**ByteDance** | Seattle, WA

Q3 2023 – Present

*Machine Learning Infrastructure Engineer (Platform Team)*

- **Owned design and global rollout of async inference platform** on Kubernetes, sustaining 2k+ QPS and 100M+ monthly tasks; introduced a Mon/Thu release cadence with canary rollouts to reduce outage risk from Friday releases and improve on-call stability
- **Directed GPU utilization strategy** via a scheduling service that cut idle time ~30% across clusters, reclaiming capacity for latency-critical workloads and significantly lowering cost-to-serve
- **Drove reliability roadmap** by implementing global failover for inference dispatch, achieving 99.99% availability and ensuring uninterrupted delivery for mission-critical TikTok ML features
- **Built and scaled team capability** by onboarding 5 engineers, transferring ownership of high-availability serving systems, and establishing team practices that sustained long-term reliability across the team

**ByteDance** | San Jose, CA (Remote)

2022 – Q1 2024

*Machine Learning Optimization Engineer*

- **Led optimization strategy for diffusion models**, delivering up to  $4\times$  faster train/infer and saving ~10M GPU-hours; enabled TikTok generative features used in 100M+ creations
- **Directed large-scale performance work on SDXL in collaboration with NVIDIA NeMo**, boosting throughput  $4.7\times$  on 1k+ A100s; earned an excellence award and drove multi-million \$ monthly savings
- **Expanded compute capacity and efficiency at scale**, improving a 12k-GPU production run for MegaScale LLM MoE by 10% and evaluating TPU migration across 256 devices to maintain continuity during global GPU shortages
- **Recognized as a domain expert in ML optimization**, advising 100+ engineers on best practices for distributed training (FSDP, DeepSpeed, Megatron) and inference (ONNX, TensorRT), and owning the PhD intern pipeline, including resume screening, interviews, and final hiring decisions

**ByteDance** | San Jose, CA (Remote)

Summer 2021

*Software Engineering Intern — ML Systems*

- **Enabled parameter-server scaling in PyTorch-based training framework** by extending it with BytePS distributed backend support, broadening capacity for ML researchers
- **Improved training reliability and efficiency** by adding profiling, config validation, and early stopping, reducing misconfigurations and wasted compute

## TECHNICAL SKILLS

**Programming/Systems:** Python, C/C++, Go; Docker, Kubernetes; AWS, GCP, S3

**Distributed/Infra:** Kafka, Redis, RocketMQ; multi-region fault tolerance; async systems

**ML Serving & Infrastructure:** PyTorch internals, CUDA, NCCL, custom kernels, GPU scheduling; ONNX Runtime, TensorRT; quantization, distillation, compression; observability/monitoring, resiliency, canary deployments

## EDUCATION

**University of Tennessee, Knoxville**

2016 – 2021

*B.S. Computer Science, summa cum laude, 2019*

*M.S. Computer Science, summa cum laude, 2021*

## PATENTS

*Improving Task Execution and Resource Management* (U.S. Patent Application No. US 19/053098, pending)