FAN YOU

Software Engineer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center(ETC)   *May 2016*
Master of Entertainment Technology
Course: Distributed Systems, Algorithms and Advanced Data Structures, Building Virtual World.

New York Institute of Technology   *May 2014*
B.S. in Computer Science
Course: Operating Systems, Computer Architecture, Computer Graphics, Computer Networks, Database.

TECHNICAL STRENGTHS

Programming Languages	C++, Java, C, Objective-C, Python, JavaScript, Racket
Systems	GNU/Linux, MacOS, Windows
Platforms	Oculus Rift, Gear VR, Eye Gaze, Kinect, leap Motion
Tools	SVN/GIT, Vim

WORKING EXPERIENCES

Max   June 2021 - Current
Team Lead, User Session Context   *Seattle, WA*

· Led a 6-engineer team to develop a Stateless Context platform delivering user context for all Max APIs.
· Attained granular Session Context, Hydration, and Cache Invalidation with a Graph Algorithm.
· Enabled the service to notify clients of user state changes via context, eliminating hardcoded client logic.
· Developed session-based in-app test tooling, facilitating testing of unlaunched markets, season premier time travel, and fault injection in production without extra setup.
· Sustained 480K RPS in the U.S. and cut Redis/DB costs by 90% compared to the legacy platform.

HBO Max   June 2019 - June 2021
Staff Software Engineer, Identity & Auth   *Seattle, WA*

· Built HBO Max identity platform with microservice architecture, led the U.S. launch, migrated 40M HBO Now user and expanded to LATAM & EMEA with roaming support.
· Developed a sharded OpenAPI-based Gateway, centralizing cross-cutting concerns, slashing API onboarding time from weeks to minutes, and enhancing API resilience.
· Built HBO Max Privacy Processor for CCPA compliance.

Amazon   Nov 2016 - June 2019
Software Development Engineer, Financial Ledger   *Seattle, WA*

· Worked on Amazon's Financial Ledger and Accounting System, built a muti-tenant configuration storage system and processing engine (Flare).
· Built the in-memory caching/indexing mechanism with interning for Flare, which greatly improved configuration query API speed with minimal memory overhead.
· Lead and built Excel-like UI editing experience for configuration in Flare.
· Design and implement Schema Definition(language feature) for describing schema of transactions in Flare.
· Built the Regression Testing Framework for configuration changes in Flare.
· Design and implement conflict resolution mechanism for concurrent configuration editing in Flare.
· Built a React-Redux based SPA website for journal line adjustment.

The MathWorks   Jan 2016 - May 2016
Software Development Engineer Intern   *Natick, MA*

· Worked on building extension for Simulink that enable 3rd party UI to communicate with
  Simulink by implementing an intermediate mapping layer.
· Implemented the code generation process and made Simulink protable for 3rd party UI as runtime lib.
· Helped migrate Simulink from Matlab/C++ based UI to JavaScript based UI.

OPENSOURCE PROJECTS

GNU Compiler Collection   May 2015 - August 2015
Libstdc++ Developer   *Pittsburgh, PA*

· Implemented fundmental TS: Extend shared_ptr to support arrays (N3920)
· Implemented fundmental TS: Polymorphic Allocator (N3525)