Yaohai XU

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Experience

Microsoft **Redmond, WA**
Software Engineer II *March 2021 – Present*
Data Engineer *July 2019 – March 2021*

- Built and maintained data ETL pipeline streaming massive volume of Azure telemetry data (billions+ records per day) in near-real-time (<25 mins) fashion. Enabled the pipeline to produce low latency analytics and insights for failure detection, time-critical service reactions, Root Cause Analysis, Azure business decisions and etc.
- Developed and improved a data pipeline infrastructure/framework which provides a stream processing and scheduling solution for Azure Data Explorer (Kusto). 100+ Microsoft internal data pipelines are built on top of the infrastructure and 2M+ of data transforming jobs are executed by it every day.
- Designed and implemented a serverless service based on Azure Function App which pushes external-customer-facing root cause analysis data to Azure Resource health with low latency.
- Engineered monitoring tools for data latency and quality which enables the developers to identify and react to potential risks in a timely fashion at a minimal cost.

Microsoft **Beijing, China**
Software Development Engineer Intern *Feb 2018 – Aug 2018*

- Worked for the Software Analytics group. Explored and researched the solutions to improve the health and availability of Microsoft Azure.
- Orchestrated and Developed anomaly detection web platform. Responsible for the back-end development and the project management. Collaborated closely with Microsoft US team, hosted bi-weekly meetings for project demo and project management.
- Designed high performance cloud service anomaly detection algorithm which integrates active learning and transfer learning to tackle insufficient labeled training data challenge. Paper published.
- Significantly advanced the efficiency of identifying high impacting issues and diagnosis efficiency. Awarded Most Impactful Project in student intern TechFest.

IQIYI *subsidiary of* ***Baidu*** **Beijing, China**
Full-stack Engineering Intern *June 2017 – Aug 2017*

- Built web platform QiDun, a copyright monitor system which uses web crawler to monitor over 20 leading video platform and over 100000 video content everyday, which is based on Rails with records control(CRUD) and crawler task management functions.
- The system has been deployed to production and running effectively since August 2017.

Skills

Languages: C#, Python, KQL, HTML/CSS, JavaScript
Technologies: Django, Azure (Function App, Service Fabric, Vmss,Azure Data Explorer, Cosmos DB, DevOps, Visual Studio), React Native

Education

Cornell University, Cornell Tech **New York, NY**
M.ENG. Computer Science (Merit Scholarship Award; GPA:3.89) *August 2018 – May 2019*

City University of Hong Kong **Hong Kong**
B.S. Computer Science (Dean's List; GPA:3.81) *August 2013 – October 2017*