Yinfei Wang

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EDUCATION

New York University, New York, NY GPA:4.0 Master of Engineering, Computer Engineering Sep. 2024 - Dec. 2025
University of California, Irvine, CA Bachelor of Science in Computer Science and Engineering Sep. 2016 - Mar. 2021

PROFESSIONAL EXPERIENCE

USWOO REALTY LLC

Software Engineer Intern

• Project Lead for LLaRA++: Cold-Start Music Recommendation System

May. 2025 - Sep. 2025

- Designed and deployed a FastAPI-based inference system (BERT-> Matrix Factorization MLP LLaRA) with Docker, Kubernetes, and MLflow, enabling real-time music recommendation with < 200 ms latency.
- Built end-to-end MLOps pipelines using Terraform, ArgoCD, and GitHub Actions, automating model retraining, canary rollout, and
 experiment tracking across staging and production environments.
- Optimized model serving via **ONNX quantization** and **Prometheus-Grafana monitoring**, improving throughput by 45% and ensuring scalable, observable deployments.

USWOO REALTY LLC

Software Engineer Intern

• Project Lead for CAG: Cache-Augmented Generation

Oct. 2025 - Apr. 2025

- Engineered a high-performance inference framework replacing RAG retrieval with KV-cache optimization, reducing LLM response latency by 40% while improving throughput and memory efficiency.
- Designed and implemented a **modular Python architecture** with configurable pipelines for model serving, evaluation, and caching, integrating **Docker, argparse CLI**, and dynamic environment loading.
- Built automated benchmarking workflows to evaluate accuracy latency tradeoffs across datasets (SQuAD, HotpotQA) and deployed distributed testing environments on CPU/GPU clusters for scalable experiments.

Huawei Cloud Computing Technology Co. Ltd.

Sr. Software Development Engineer

- Project Lead for a Cloud Scalable Non Relational Database Design, Optimization and End-to-End delivery
 Jan. 2024 May. 2025
 - Led the design and optimization of a distributed non-relational database built on MongoDB and RocksDB, implementing C+ routing layer enhancements and LSMtree based aggregation, achieving 100k+doc/sec throughput and millisecond-level latency under high concurrency.
 - Developed atomic bulk transaction mechanisms across gateway, forwarding, and storage layers; standardized RESTful and SDK interfaces to support diverse enterprise use cases such as multiplayer trading and large-scale payroll processing.
 - Built a DevOps-driven CI/CD pipeline using Kubernetes, Jenkins, and Docker, integrating Python regression tests, Prometheus health monitoring, and Shell-based backup automation, enabling daily incremental releases and improving deployment velocity by 60%.
- Project Lead for Intelligent Performance Monitoring and Optimization for KVS Service

July. 2023 - Jan. 2024

- Designed and implemented an intelligent performance monitoring platform for the KVS service, embedding FTDS metric tracking into C++ core modules to visualize latency, throughput, and concurrency across MongoDB RocksDB data layers.
- Built a **custom metric visualization and benchmarking framework** using **Python**, **Prometheus**, and **Grafana**, supporting user-defined parameters (KV size, concurrency, partition count) and increasing performance analysis efficiency by **95%**.
- Optimized high-concurrency I/O and request aggregation through RocksDB batch interfaces and caching mechanisms, reducing 99th percentile latency by 90% and boosting overall throughput by 86% under production workloads.
- Project Lead for a disaster recovery tool to restore the storage system state based on system log data

Feb. 2022 - July.2023

- Designed and developed a **disaster recovery framework** for distributed storage systems, building a **REPL- and GFlag-based interactive** interface to extract, decode, and back up system logs after service crashes.
- Implemented a **log decoder and recovery engine** in C++ to parse persistent WAL logs, locate data corruption at the bit level, and reconstruct **LSM-tree** states to ensure full data consistency up to the point of failure.
- Authored user documentation and recovery playbooks for multiple disaster scenarios, streamlining developer onboarding and improving recovery success rate during system simulations.
- Delivered multiple key features like system snapshot on a distributed file system based on AWS-S3

July. 2021 - Jan. 2022

- Delivered multiple core features for a distributed file system built on AWS S3, including automatic file recycling, duplication detection, and system snapshots to enhance storage efficiency and data reliability.
- Developed a **TCC-based** (Try-Confirm-Cancel) **deduplication framework** in **C++ and Python**, automating periodic scans through a **client-worker task queue** for real-time cleanup of redundant or junk files across distributed nodes.
- Designed and implemented a **configurable snapshot mechanism** supporting user-defined directories and frequencies, coupled with **exponential-backoff retry logic** to ensure consistency and fault-tolerant recovery in large-scale environments.

TECHNICAL SKILLS

Languages: Python, C++, C, Java, Javascript, Go, Rust, TypeScript, HTML, SHELL, CSS, MATLAB, LaTex, LISP, Prolog, JavaFX Frameworks: ArgoCD, MLFlow, LangChain, React js, Angular, Node.js, Django, Spring Boot, FastAPl, PyTorch, Flask, Vue js MySql, MongoDB, DynamoDB, RocksDB, Amazon S3, MiniIO, Snowflake, Nginx, LSM tree, Redis

Developer Tools: AWS, Azure, Git, Linux, Nginx, Docker, Kubernetes, jenkins, CI/CD, Prometheus, Kafka, Grafana, RESTful and SDK