Honglin Cao

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Education

University of Waterloo, Bachelor of Computer Science

Sep 2020 - Aug 2025

• President's Scholarship of Distinction, Faculty Cumulative Average: 93% / GPA: 4.0

Experience

Platform Software Engineer — CentML - Toronto, ON

Sep 2024 – Aug 2025

- Led the development of a local development environment mirroring the actual server setup implemented in Infrastructure as Code on Pulumi with Python, interacting with Kubernetes, Docker, Knative, and AWS / Google cloud. Setup and troubleshoot tools such as LocalStack, Grafana, Prometheus, Istio and Minikube with Helm and adjust them them to resolve critical issues related to billing, monitoring, deployment, and database mocking, ensuring identical API interactions and deployment processes with the production environment.
- Designed and implemented new **APIs** integrated with container deployment, billing, and user storage on **PostgreSQL** in **Python**, while ensured upgrade / downgrade path with **SQLAlchemy**, adhering to modern safety standards to protect against malicious users.
- Automated key processes, including releasing **public API Clients** and non-root **Container Images** for user deployment and control plane services upon platform releases with **Github Actions**, designed and built **integration tests** in **Python** utilizing **pytest**, **jwt**, **WorkOS**, ensuring operations without intervention and providing up-to-date user experiences.
- Contributes on projects including **llama-stack**, **huggingface_hub**, **litellm** and **huggingface.js** in **Python** and **JavaScript**, alongside with comprehensive **documents** to promote our platform and provide alternative ways to interact with our serverless endpoints.

Distributed Database Engineer — Huawei - Markham, ON

Jan 2022 – Jan 2024

- Designed an RPC protocol over TCP and RDMA in C to eliminate size limits, enabling **crash recovery** messages on multi-node **GaussDB** configurations.
- Quantified database performance with **perf**, **gstack**, **vmstat/iostat**, **CPU Flame Graphs**, and **jTPCC**. Automated the process as a program with GUI using **Bash**, **Python**, and **HTML/CSS/PHP**.
- Standardized automated TPC-C benchmark on single-node, physical and logical multi-node GaussDB configurations with templates in Groovy, Bash, Python, Java, GitLab CI, and Jenkins across ARM and x86 environments, maintained and adapted them to suit rapid development goals.
- Managed servers to suit developers' needs; **troubleshot** issues ranging from faulty link negotiation settings to low performance caused by unoptimized **sysctl** settings, **allocated** and **set up** working environments for developers, and **negotiated** with headquarters for resources needed across the teams.

Projects

Fluid Simulation — C++, OpenGL

Apr 2024

• A Weakly Compressible Smooth Particle Hydrodynamics simulation with Rasterization on OpenGL shaders.

Pet Health Monitor — Python

Jan 2024

• Fine-tuned **YOLO-v8** on personal datasets, achieving **98**% accuracy on validation, status detection within **200** ms on low-power **IoT** devices.

Skills

Languages: C++, C, Python, Go, Java, C#, SQL, Bash, Groovy, HTML, CSS, R, ŁŢX, JavaScript, PHP, Kotlin . . .

Tools: Docker, Kubernetes, Jenkins, GitLab, VS Code, Postman, PostgreSQL, GDB, Valgrind, OpenGL, CUDA . . .