Wei Jun Tan

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EDUCATION

University of Washington – Seattle, WA
M.S. in Computer Science (June 2024 – June 2025)

B.S. in Computer Science, B.S. in Statistics – Magna Cum Laude CGPA: 3.98 (Sep 2020 – June 2024)
- **Coursework**: Distributed Systems, Operating Systems, Data Center, Network Communication, VR Systems, Browser Engineering, Cryptography, Data Structures and Parallelism, Databases, Deep Learning

PROFESSIONAL EXPERIENCES

Databricks – Bellevue, WA
Software Engineering Intern – Data Clean Room Team (June 2024 – Current)
- Build a prober that runs clean room client CUJ across shards with failure alerts to validate feature availability in **Scala**
- Enable view sharing feature with provider-side filtering in clean room end-to-end for un-gated public preview

Paul G. Allen School of Computer Science and Engineering – Seattle, WA
Teaching Assistant – 7 Quarters (Sep 2022 – Current)
- Assist instruction of Data Visualization (4), Data Structures and Algorithms (1), Browser Engineering (1), and Computer Communication Networks (1)

Research Assistant – Graph System Analysis & Daffodil Messenger (Mar 2023 – Current)
- Create a performance benchmark for interactive graph systems using **Python** and **Java** in a team of 2
- Develop a social messaging platform to research online conflict behavior using **React.js** in a team of 3

Nutanix – Seattle, WA
Software Defined Network Engineering Intern (June 2023 – Sep 2023)
- Create a drag-and-drop wizard that allows client to configure and visualize cluster architecture in **React.js**
- Led the frontend team of 5 to create a security summary dashboard in **React.js** during week-long intern hackathon

Impact++ – Seattle, WA
Developer (Sep 2021 – June 2023)
- Published a Google Sheet add-on to streamline the process of uploading forms to **ODK** Central with **Apps Script**
- Fixed more than 25 issues of the **Azure Open Source JavaScript SDK** in a team of 5 with **TypeScript**

AkiraKan – Kuala Lumpur, Malaysia
Software Engineering Intern (AI/ML) (June 2022 – Sep 2022)
- Built a **Python** package that monitors the 3D object detection pipeline using ZeroMQ sockets with **PyTest** CI
- Automated **TensorFlow C++** API compilation across different NVIDIA edge devices using **Docker** and **Bash**; achieved 2x inference speed of deep learning model by migrating **Python** deployment code to **C++**

PROJECTS

DSlabs | Distributed System (Mar 2024 – Current)
- Create a sharded key-value store with multi-key updates backed with multi-slot Paxos algorithm in **Java**

Simple DB | Database System (Jan 2024 – Mar 2024)
- Built a database that supports concurrent transactions, rollback, and recovery with 2 Phase Commit in **Java**

Holographic Whiteboard | Augmented Reality Application (May 2023 – June 2023)
- Created an AR HoloLens 2 Whiteboard application with **Azure** OCR, Wolfram Alpha, and MRTK in **Unity C#**

xk | Primitive Operating System (Mar 2022 – June 2022)
- Worked on an OS in **C** with a **crash-safe file system** for multiple processes to CRUD files concurrently

SKILLS

- **Programming:** C/C++/C#, Python, Java, Scala, Go, JavaScript/TypeScript, SQL
- **Tools:** Git, Bash, Linux, Docker, Kubernetes, Bazel, CMake, Azure, Figma
- **Web:** HTML, CSS/LESS, React.js, Node.js, Backbone.js, WebGL, jQuery, Spring