Yehonatan Hezkiya

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Experience

Meta, Production Engineer 3+ Years

Aug. 2022 - June 2025

- Building low latency C++ distributed cache for ranking 500B stories every hour for 2B+ daily users
- Managing capacity and service health for one of largest infrastructures in Meta of over half a million nodes
 including testing load balancing, enabling auto scaling of servers leading to \$5M+ in efficiency wins
- Enabling service to operate and scale in a mixed hardware environment, utilizing \$400M+ newly received hardware by doing testing on new hardware for performance issues, fixing lock contention, and stacking containers

Meta/Facebook, Return Production Engineer Intern

Sept. 2021 - Dec. 2021

- Worked on improving privacy and accountability with a Hack/php linter that runs across the entire codebase
- Sent actionable items on how to add security rules for tables that are logged to without proper security practices
- Created a data pipeline scheduled daily with an optimized SQL join to retrieve tables relevant to Messaging teams

Microsoft, Software Engineer Intern

June. 2021 - Sept. 2021

• Leading end to end project development on an internal data-driven dashboard in React on A/B experiment data

Facebook, Production Engineer Intern

Sept. 2020 – Dec. 2020

- Developed debugging tools for Hardware Assessment Tooling team into why server health is failing using Python
- Wrote time-based job scheduler to detect when certain checks pass or fail more than expected and notify users

Amazon (AWS), Software Development Engineer Intern

June 2020 - Sept. 2020

- Worked on full stack web development under an AWS forecasting team dealing with profit and loss statements
- Developed a backend comparison API in Java detailing the variance between related data for different datasets
- Designed mockups and implementated a frontend UI in Vue.is to display the differences between datasets

IBM, Backend Software Developer Intern

June 2019 - Sept. 2019

- Worked in Aspera which deals with data transfers to implement AI/ML into the product to improve user experience
- Leveraged a LSTM machine learning model in Python to classify time-series data in transfer sessions as anomalous
- Optimized the model's prediction accuracy by 20 percent from implementing w-shingling
- Operated in an agile work environment with scrum guidelines and daily meetings to achieve set deadlines

Computer Science Tutor, UC San Diego

March 2020 – June 2020

- Tutored for CSE 12 Basic Data Structures and Object-Oriented Design for over 700+ students
- Held lab hours to help students with debugging code in Java and carried out weekly interviews for 18 students

Undergraduate Researcher, UCSD Early Research Scholars Program Oct. 2019 – June 2020

- Studied user security practices and behaviors to attacks on and abuse of the domain name system (DNS)
- Webcrawled through Alexa Top Million, Python script to analyze patterns in html content and adware

Education

University of California San Diego B.S. Computer Science GPA 3.60/4.0

September 2018 - June 2022

Projects

Impulse (Hacktech) - Won Most Aesthetic/Well-Designed Hack by Caltech

March 2019

- Designed a website to make organization of internship application emails much more manageable
- React/JavaScript for the frontend and utilized REST API calls to node.js backend to process emails
- Leveraged Google NLP API to identify accept/reject status of application that resulted in 90% accuracy