Alex Yang – Roblox Career Summary (2020–2025)

Principal Software Engineer — 5+ Years

Summary: Built AI/ML infrastructure for Search & Discovery, RAG platforms, vector databases, and safety systems. Deployed 10+ production systems. HackWeek semifinal (2023, 2024). Work spans Avatar Marketplace, Studio, Game Discovery, and Safety domains.

Major Projects

Project	Timeline	Role	Users Served	Prod?	Partners
RSS (Vector DB)	2022–present	Initiator, lead till 2023	All users, 50+ use cases	Yes	Multiple teams
RAG Platform	2024–present	Lead architect	Safety, DevRel, ROS, Hack-Week	Yes	Safety, DevRel, ROS
Game Clickbait Detection	Q1 2024	Lead engineer	All users (search quality)	Yes	Game Discovery
LMaaS Critique Model	2025	Core contributor	AI/ML Safety (RoGuard)	Yes	AI Platform
Moderation Mate V1	2025	Lead	Safety moderators	Yes	Luobu, cross-region
Autocomplete Services	2020–2025	Sole engineer	Avatar: 70M DAU; Studio: 2M+; Brand	Yes	Avatar, Studio, Brand
Spelling Service	2022–present	Sole engineer	Marketplace & Studio users	Yes	Avatar, Studio
Community Insights Tool	2024–present	Lead	Roblox Creators (DevRel)	Yes	DevRel
GameScribe	2024	Sole engineer	Internal ML/Search teams	Prototype	AI/ML Platform
BuilderAI Components	Q3 2025–present	Engineer	Internal EE, ROS	In Progress	EE, ROS
Python Load Test Framework	2023	Sole engineer	AI/ML Platform team	Yes	Internal Platform
Avatar Color Detection	2022–2024	Sole engineer	All users	No (→RSS)	Avatar Discovery
Encode Hub Service	2024	Sole engineer	AI/ML platform	No (→MLP)	Platform teams
Exploratory AI Projects *(Slack Chatbot, Encoders, early RAG, NER, GameScribe prototypes)*	2020–2023	Sole initiator	Internal prototypes	Mixed	AI/ML Platform

Key Contributions by Domain

- **Search & Discovery:** RSS (vector DB, 50+ use cases), Game Clickbait Detection (99%+ precision), Autocomplete (P99 < 10ms), Spelling Correction, Avatar Color Detection
- **AI/ML Platform:** RAG Platform (10+ services, 5K QPS), LMaaS Critique Model, GameScribe, Encode Hub, Load Test Framework
- **Safety & Moderation:** Moderation Mate (RAG assistant), Critique Model, Community Insights Tool
- **Creator Tools:** Studio Autocomplete, BuilderAI Components

Summary: 10+ production systems, 50+ internal use cases, worked with 10+ teams across Search, AI/ML, Safety, Avatar, Studio, and Game Discovery.