BRYAN YUE

SOFTWARE DEVELOPMENT ENGINEER

CONTACT

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EDUCATION

UNIVERSITY OF WASHINGTON
GPA: 3.89
Seattle, WA

Completed coursework towards B.S. Computer Science (Jun 2018)

Relevant Course

Distributed Systems
Machine Learning
Networks
Data Structures and Algorithms

Award And Honor

Phi Beta Kappa Honor Society
Magna Cum Laude

Extracurricular Activity

Music Production
Competitive Chess

ADDITIONAL SKILLS

System Design
Machine Learning
Logging, Monitoring, Testing
Planning and Documentation
Low-Latency Development
Java
C++
Python
SQL

CAREER OBJECTIVE

Software Developer interested in solving performance, scalability, and extensibility challenges for cutting-edge distributed systems.

PROFESSIONAL EXPERIENCE

SOFTWARE DEVELOPMENT ENGINEER

Bloomberg LP, Manhattan, NY / Sep 2018 – Present

- Collaborated with data science team and product managers to implement personalized ranking of business insights. Reduced developer live testing by automating regression testing.
- Implemented time-constrained conversion protocols for NoSQL database migration. Traded less time spent converting (3 hours less on a frequent operation) for more time spent potentially recovering data after a failure. Leveraged design patterns to adapt existing tools for checksum verification.

MACHINE LEARNING ENGINEER INTERN

Kernal Labs, Seattle, WA / Mar 2018 – Jun 2018

- Separated audio mixtures into individual components by deploying deep learning models with PyTorch on AWS instances. Made models robust via preprocessing data and selecting best features.

MICROKERNAL RESEARCHER

University of Washington, Seattle, WA / Jan 2018 – Mar 2018

- Designed/Implemented interface between guest OS container and xkvisor microkernel memory management unit. Directed testing/code reviews as team lead and encouraged agile practices. Co-authored academic paper.

TOR61 ANONYMOUS ROUTING

Personal Project, Seattle, WA / Oct 2017 – Dec 2017

- Implemented decentralized distributed system in Java with protocols for extending and removing virtual circuit links. Prevented socket reader and writer threads from causing deadlock by putting buffer in front of socket.

LOW-LATENCY CHESS

Personal Project, Seattle, WA / Jan 2017 – Mar 2017

- Designed performant representation of chess with bitboards in C++. Utilized OOP, inheritance, and composition to design board, player, game, and piece relationships.