BRYAN YUE

SOFTWARE DEVELOPER
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HTTPS://GITHUB.COM/BYUE

LANGUAGES

Java
C++
Python
Bash
MySQL

TECHNICAL SKILLS

Machine Learning
System Design
Low-Latency Development
Design Patterns
Microservices
Grafana
Splunk

EDUCATION

University of Washington
Computer Science (B.S.)
GPA: 3.89
PBK Honor Society
Magna Cum Laude

Courses
Machine Learning
Cloud Capstone
Distributed Systems
Networks
Databases

PROFESSIONAL EXPERIENCE

SOFTWARE DEVELOPER • BLOOMBERG LP • 9/2018 – PRESENT
Collaborated with data science team to implement personalized ranking of business insights within a 3 week deadline. Reduced hours of developer time spent live testing with regression testing microservice in Python.

Implemented C++ conversion tasks for NoSQL database migration during 6 hour machine maintenance window. Reduced conversion time 8 to 5 hours with caching and sequential disk reads. Drained on-call ticket bucket by 16% during 2 week shift.

MACHINE LEARNING ENGINEER INTERN • KERNEL LABS • 3/2018 – 6/2018
Separated audio mixtures into individual components by deploying PyTorch models on AWS instances. Improved accuracy 2% with grid-search and feature selection. Saved at least 10 hours of compute costs on each trial run by adding early shutdown hooks triggered by low accuracy.

MICROKERNEL RESEARCHER • UW ANDERSON LAB • 1/2018 – 3/2018
Designed and implemented memory management interface between guest OS and host microkernal in C. Pushed write and process creation system calls to user space. Directed testing/code reviews as team lead and encouraged agile practices. Co-authored academic paper.

PERSONAL PROJECTS

TOR61 ANONYMOUS ROUTING
Implemented decentralized distributed system in Java with protocols for extending and removing virtual circuit links. Avoided deadlock by separating reader/writer threads with buffer.

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