# CARL SHEN

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# **S**KILLS

Languages

Java, C++, C#, JavaScript, Python, PHP, C, SQL, Matlab, R

Concepts & Technologies

Distributed computing: Apache Spark, Hadoop, CUDA; Machine Learning: Spark MLlib, Weka;
Stream processing: Apache Storm, Apache Kafka; Other: Azure, Redis, NoSQL, Node.js

# **E**XPERIENCE

# Yahoo Sports - Daily Fantasy Backend Team - Software Engineering Intern

Sunnyvale, CA | Jan - Apr 2018

- Built a live projections feature to enhance the Daily Fantasy platform's live contest user experience by using an *Apache Storm topology* and leveraging a *Redis data store* to implement a heuristic algorithm, resulting in increased user engagement. Implemented Splunk bucket testing and OpsGenie incident monitoring within the feature.
- Implemented an automated contest creation flow that replaced an hour-long, daily process by adding a set of APIs within a *Jersey/Jackson & Datanucleus JDO/MySQL backend framework*.
- Created a new casual fantasy sports platform as part of a three-person backend team, which involved designing specs and schemas, as well as deploying initial internal and external infrastructures.

## SAP - Big Data Tooling Team - Software Developer Intern

Waterloo, ON | May - Aug 2017

- Developed a new advanced data preview interface within the Database Explorer web app by implementing APIs within a *Node.js backend* and frontend interfaces using *SAP UI5*; tool was specialized for building queries that leveraged *SAP HANA*'s high speed in-memory operations.

# **Communications Research Centre Canada –** Software Engineering Intern

Ottawa, ON | Sep - Dec 2016

- Created an automated data engineering pipeline within a spectrum monitoring system that integrated *Apache Spark data analytics scripts* using an *Azure Data Factory*, reducing execution time by about 10x.
- Led a migration of my team's data analytics framework from Matlab to Spark, which involved setting up and deploying resources in Azure, as well as running weekly Spark tutorial sessions.

# **E**DUCATION

#### University of Waterloo - BSE Candidate - 2B Software Engineering

Waterloo, ON | Expected Apr 2021

- Overall GPA 3.98/4 | Cumulative Average 93.42% | 2B Computer Engineering Class Rank 1/164
- Awards First in Class Scholarship (2018), Microsoft Tuition Scholarship (2017), President's Research Award (2017)
- Undergraduate Research Assistantships Distributed Systems Lab, Stochastic Decoding Group

## **P**ROJECTS

# **Spark Hockey Analytics**

2018

- Using *Apache Spark (Core, Streaming, MLlib, GraphX)* and *Apache Kafka* to process data from NHL APIs for hockey analytics projects, including a "Redzone"-like real time scheduling script for live NHL games, as well as a projected points machine learning model.

#### Interactive Spatial Data Visualization Tool

2017

- Created an interactive data visualization tool for dynamic filtering and aggregation of spatial data on a map view by leveraging a *Geohash geocoding algorithm* as a spatial index within an *Apache Druid NoSQL data store*.

## User Behavior Prediction Model (Cluster Computing 2017 Vol 20 Iss 2 | DOI 10.1007/s10586-017-0749-z) 2016

- Implemented components of a novel smart home user behavior prediction model using a *MapReduce/Hadoop framework* to parallelize the algorithms, improving execution speed by up to 5x.

## Smart Bed Monitoring System

2015

- Built a system to recognize and monitor bed and sleep related activity by implementing a decision tree generated using the *Weka machine learning library* on an experimentally gathered supervised training data set.