Huan-Cheng Chang

+44-7594-768534 ⋄ hello@changhc.me ⋄ https://changhc.me/ ⋄ changhc@github

Skilled software engineer seeking opportunities for growth and long-term contribution to challenging projects.

SKILLS

Programming/Scripting Languages: Python, Rust, Go, Kotlin, TypeScript, C++
Software Frameworks/Libraries: Terraform, Spring Boot, Pytorch, React.js, PyQt
Languages: Mandarin (native), English (fluent), French (elementary), Taiwanese (elementary)
Concepts: Algorithms, Data structures, Version control, Software Development Life Cycle (SDLC)

EXPERIENCE

Trilitech Ltd.   05/2024 – Present
Software Engineer   *London, UK*
- Building a distributed execution platform in Rust to empower millions of developers to build and deploy blockchain applications in JavaScript
- Rescued a collapsing core data service central to the blockchain ecosystem and led a successful infrastructure migration to GCP
- Built scalable infrastructure and a robust release pipeline, boosting productivity and deployment speed

Flexport International B.V.   09/2023 – 04/2024
Software Engineer II   *Amsterdam, The Netherlands*
- Built event-driven data pipelines and services in Kotlin/Spring Boot to streamline financial reporting and automate accounting workflows
- Identified and implemented test optimizations, boosting quality and cutting execution time by 20%

Lightly AG   03/2023 – 07/2023
Software Engineer   *Zurich, Switzerland*
- Implemented features in Python to support various data types for the company's machine learning tool
- Introduced a code generation tool that enhanced user experience, improved product stability, and increased developer productivity

Meta Platforms, Inc.   10/2022 – 02/2023
Production Engineer / SRE   *London, UK*
- Built data pipelines in Python for filtering and detecting potentially malicious WhatsApp users
- Built a command-line tool in Rust to provide core functionality for on-call support during emergencies

Basis AI   04/2019 – 09/2020
Software Engineer   *Singapore*
- Built machine learning platform focusing on MLOps based on Kubernetes in Python
- Improved CI/CD pipelines and reduced 30% of build time
- Enabled machine learning job pipelining in the platform using Argo Workflow
- Built the platform's UI with React.js, focusing on performance and usability

R&D, Shopee Singapore Pte. Ltd.   09/2018 – 04/2019
Software Engineer – Machine Learning   *Singapore*
- Built high-throughput services in Go to serve recommendation algorithms under heavy QPS load
- Built recommendation algorithms using item similarity and user behaviour data
- Created machine learning models for feed recommendation using user behaviour, post content, etc.
- Deployed scalable recommendation algorithms using Hadoop and MapReduce for batch processing

EDUCATION

École polytechnique fédérale de Lausanne, Lausanne, Switzerland   09/2020 – 08/2022
Master of Science, Computer Science. GPA: 5.50/6.00

National Taiwan University, Taipei, Taiwan 09/2013 – 01/2018
Bachelor of Science, Electrical Engineering. GPA: 3.95/4.30

OPENSOURCE PROJECTS

Pydantic
Built new features in Python and Rust and fixed bugs for the popular data validation library

Argo Workflows
Implemented new features in Go and fixed bugs for the popular workflow engine for Kubernetes

Cofacts: collaborative fact-checking
Built a collaborative system combining chatbots and fact-check reports, aiming at fighting against fake news in Taiwan

More on my website: https://changhc.me/