

Jason Cheok Wan

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OBJECTIVE A software engineering and leadership opportunity where I can contribute to building cool, elegant, and massively scaled products and businesses that matter to people.

SUMMARY OF QUALIFICATIONS

- Thrived in multiple fast-paced startups as the first or one of the early engineers. Have a proven track record of leading and owning mission critical projects and features. Truly moved the needle to the success of these businesses.
- Versatile and nimble with a diverse set of software engineering and product skills. Have experience building cloud-based big-data analytics platform to enterprise SaaS and mobile applications from the ground up.
- Strong computer science background and passionate in technology and entrepreneurship. Analytical minded with great intuition and vision. Able to take on complex problems and directives with little guidance and take initiatives even when no one is asking.
- Team player, humble, always strive for the common goal. Have success leading cross-functional efforts and ready to inspire and be inspired by people of all ranks.

EDUCATION **University of California, Berkeley**
B.S. in Electrical Engineering and Computer Science May 2010

PROFESSIONAL EXPERIENCE **Principal Software Engineer – Nyansa Inc**, Palo Alto, CA USA Aug 2014 – Present

- First employee and engineer, an integral member who wore many hats and helped grow the company (SaaS with network data analytics) from Seed to Series B, from 0 to more than 70 customers.
- As a core full-stack engineer, led and delivered numerous mission critical features on a cloud-based big-data analytics product with Ruby on Rails, AngularJS, D3.js, Elasticsearch, MongoDB etc. Bringing product ideas to life with unique data visualizations.
- As the key data engineer, built and scaled distributed data pipelines using Scala and Apache Spark on a 280 cores cluster which processes over 100,000 events per second, ingesting more than 2GB of data per minute from Kafka and Cassandra. Formulated an in-house Scala ecosystem and a sharable codebase that powers streaming and batch Spark applications, a data and analytics API exposed in GraphQL, and an interactive notebook for data science explorations with SparkSQL and Apache Zeppelin.
- Owned many of the architecture and feature designs. The person with the most extensive work and knowledge throughout the entire stack. Goto person for data modeling, queries generation, and cross-functional design and implementation decisions.
- Introduced the use of Elasticsearch as the main database for search and interactive analytics to the company which became the backbone of many critical product features. Established myself as the in-house guru. Showed lots of initiatives in bringing new technology and innovation to engineering and the product.
- Conducted numerous interviews, helped lead and expand the engineering team and mentor new members. Provided valuable insights to the general strategy of the company.

Lead Mobile Engineer – Nbition Development Limited, Hong Kong Nov 2013 – Apr 2014

- First employee and engineer. Solo built the Garffee iOS app from scratch to demonstrate a “Smart-Cafe” idea which earned acclaims and fundings from the Hong Kong government.
- Handled every aspect of building a production level iOS client against a REST backend and Facebook authentication and API integration. Owned the MVC design and wrote in quick iterations everything from UI, animations, to networking, data modeling, persistence, and unit-testing.
- Prototyped a feature for fingerprinting high-frequency sound waves with Fast Fourier Transform to serve as an unique solution to the indoor positioning problem.

Senior Software Engineer – Divide Inc (acq. Google 2014), Hong Kong Nov 2012 – Nov 2013

- Core developer of the Divide iOS client - a secure and isolated BYOD container for any business data residing on personal devices. Work encompasses a wide scope of the iOS stack from UI to runtime functions hooking. Also contributed to components such as the Exchange mail sync engine, mail parser, and VPN. Pushing the limits of iOS enterprise functionality and improved the overall product quality.
- Developed a core FIPS-compliant Public Key Infrastructure library shared between Android and iOS using C/C++ and OpenSSL. It forms the basis of the S/MIME mail feature which I also implemented on the iOS side.
- Led and managed a team of 4 developers on both Android and iOS for the Divide Files feature - a file manager for storing mail attachments and cloud-storage files securely and sharing them between the container and enterprise patched apps. Contributed to the overall design and the majority of coding done on iOS.

Software Engineer – Silver Spring Networks, Redwood City, CA USA Aug 2010 – Jun 2012

- Took major responsibilities in developing Nodesim - a network device simulation product for virtualizing smart grid devices in scale, during which I took initiatives in the design, implementation, quality control, maintenance, and knowledge transfer of the product.
- Practiced network programming in C/C++ on Linux platforms with a multi-process, request-driven approach, during which I gained experience in:
 - implementing dual-stack IPv4/IPv6 server/client applications.
 - virtualizing the network stack and protocol of smart grid devices in pure software by modifying the low-level C code from device firmware and linking them against high-level application code.
 - employing packet sniffing and spoofing using raw sockets and libpcap, making the simulated traffic transparent to other integrated back office software.

SKILLS

Development: Scala, Ruby on Rails, AngularJS, D3.js, JavaScript, Bootstrap, Objective-C/iOS, Java, Python, C/C++, Linux, AWS, Git, Functional Programming.

Technologies: Apache Spark, Elasticsearch, Cassandra, MongoDB, NoSQL, Big Data, MapReduce, GraphQL, REST, Akka, Kafka, ZeroMQ, ELK, Mobile, SaaS, Distributed Systems, Networking.

Languages: English, Cantonese, Mandarin.