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EDUCATION

• Carnegie Mellon University Silicon Valley

Mountain View

Master of Science in Software Engineering

Jan. 2018 - May. 2019

• Nanyang Technological University

Singapore

Bachelor of Engineering, Electrical and Electronic Engineering; GPA: 4.61/5.0

Aug. 2010 - May. 2014

• Courses: Foundations of Computer Systems, Data Structure and Algorithm, Practical Data Science, Foundations of Software Engineering

TECHNICAL SKILLS

• Languages: JavaScript, Java, Python, C, Shell, HTML, SQL

• Technologies: Angular, React, Redux, Express.js, MongoDB, Node.js, Tornado

WORK EXPERIENCE

• Moqi.ai (Java, Shell) Software Engineer Intern Beijing, China

May 2018 - Aug 2018

Designed and implemented fingerprint system fault tolerance that improved system uptime from 93% to 99%

- Ceph Filesystem: Set up Ceph Filesystem with Erasure Coding as main distributed storage for segments cached in matching servers' memory.
- Fingerprint System Docker Compose: Simplified fingerprint system testing through creating docker compose file to run the entire fingerprint system on a single server. The fingerprint system consists of heterogeneous gRPC services written in Java, Python, C++ as well as Redis, Cassandra and SeaweedFS.
- Matching Server Fault Tolerance: Designed and implemented auto discovery of online/offline dockerized matching servers through Consul and Registrator, which triggers segment redistribution among matching servers and segment recovery from Ceph Filesystem.
- Controller Fault Tolerance: Designed and implemented Controller Active/Standby Failover through Consul's Leader Election.
- Barclays Capital Services (Java)

Singapore

Software Engineer

Jun 2014 - Dec 2017

- Trade Reporting Processor: Developed Trade Reporting Processor that retrieves and applies trade reporting obligations. Implemented caching of index constituents using Google Guava that cut down query time by 50%.
- Market Object and Static Services: Developed a greenfield market data calculation application which used Redis for caching, Elasticsearch for logging and Akka for concurrency.
- Sparta Automatic Deployment: Fully automated Sparta deployment to 24 servers across 5 countries that used to be manual and sluggish. This consisted of migrating Sparta from Perforce to Git version control system, and implementing continuous deployment through TeamCity and Nolio.

PROJECTS

- Emergency Social Network (HTML, JavaScript): Developed a chat application designed for times of disaster that provides functions including public chat, private chat, post announcement, share status, user administration and emergency contacts. Used Angular and Angular Material for frontend, Express.js and Node.js for backend, MongoDB for database.
- Online Bulletin Board (React, Redux, Tornado): Implemented post sorting by tag and post searching features using React, Redux and Tornado.
- Movie Box Office Prediction (Python): Crawled raw html of over 8,000 movies from Box Office Mojo and parsed them into meaningful data using lxml. Processed 30 million pieces of movie information using MapReduce. Extracted features using Pandas, NumPy and One Hot Encoding. Trained 2 prediction models using Linear Regression and Decision Tree Regression. Compared their accuracy based on mean squared error.
- Malloc (C): Independently implemented a dynamic memory allocator using segregated free list that achieved 74.1% memory utilization and 20,000 throughput.