

# Donald Huang

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## SUMMARY

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I have designed and built SaaS services from the ground up, and then maintained and scaled those systems as both the engineering team and user base grew. I've learned the most from passive design decisions that, later down the line, plagued the company endlessly. For my next role, I plan to apply my expertise to whatever critical problems are at hand, and continue to grow as an engineer in all ways possible.

## WORK EXPERIENCE

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### **Sigma Computing, Inc. – Software engineer**

Jun 2016 - Present

- Foundation: Wrote much of the initial application server and feature set, also contributing across the stack significantly in all codebases. Key features/functionality built include user authentication, users and teams, permissions, document filesystem, a task scheduling system for exports and other tasks
- Enterprise features: designed and built SAML login, OAuth integration with warehouses, embedding, and version tagging
- Incident response and mitigation: I was critical in triaging, understanding, and addressing countless incidents. I also worked to ensure that the correct monitoring was in place to alert engineers of incidents as they arose, while avoiding false positives and alert fatigue
- Reliability and noisy neighbor problems: worked to ensure the service could handle higher RPS/DAU as customers scaled up. Worked on problems related to MySQL, NodeJS, and microservices

### **Docker, Inc. – Software engineer**

Oct 2014 - May 2016

- Worked on the Docker Trusted Registry, Docker's on-premise Docker registry solution.
- Designed and implemented the original architecture, upgrades, and search and worked on making the Trusted Registry highly available

### **Koality Code – Software engineer**

Jan-Sept 2014

- Worked on building an on-premise CI solution in Go. Koality Code was acquired by Docker

### **Gumroad – Software engineer intern**

Summer 2013

- Built the gifting feature end-to-end

### **Facebook – Software engineer Intern**

Summer 2012

- Built an audio snippet messaging feature in the Android Facebook Messenger client

## COURSEWORK

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### **15-410 Operating System Design and Implementation**

Spring 2012

- Wrote a threading library implementing `thr_create()`, `thr_join()`, and `thr_exit()`, along with mutexes, condition variables, and semaphores, in C with a partner.

## EDUCATION

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2010 - 2014 Bachelors in Computer Science at **Carnegie Mellon University**

## SKILLS

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Languages	TypeScript, NodeJS, Golang, Rust, C, Java/Android, Haskell, Javascript, Python, Rails, Standard ML, Clojure
Technologies	MySQL, compilers, Kubernetes, Snowflake, GNU utils, vim, QMK, git, shell scripting
Other interests	Rock climbing: bouldered up to v10-11, the Russian language, piano