

Donald Huang

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 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

Jun 2016 - **Sigma Computing, Inc.**, *Software Engineer*, SF, CA / NYC, New York.

- Present
 - Initial 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: I worked to ensure the service could handle increasingly higher RPS/DAU as customers scaled up. Specifically, worked on problems related to MySQL, NodeJS, and microservices

Oct 2014 - **Docker, Inc.**, *Software Engineer*, San Francisco, CA.

- 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

Jan-Sept 2014 **Koality Code**, *Software Engineer*, San Francisco, CA.

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

2013 **Gumroad**, *Software Engineer Intern*, San Francisco, CA.

- Built the gifting feature end-to-end

2012 **Facebook**, *Software Engineer Intern*, Menlo Park, CA.

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

Relevant Coursework

Spring 2012 **15-410 Operating System Design and Implementation.**

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

Wrote a robust stack trace printer in C.

Past Projects

Spring 2013 **popcorn.me (Now defunct)**, *PennApps Hackathon*.

Created a collaborative Youtube video viewer with 3 other students

Spring 2013 **scheduleplus.org**.

Built the heatmap feature where users can view many people's schedules simultaneously in order to choose optimal meeting times

– New York, NY

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Skills

Programming 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, Russian language, piano

Education

2010 - 2014 **Bachelors in Computer Science**, *Carnegie Mellon University*, Pittsburgh, PA.