

# Dylan Huang

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Software engineer and entrepreneur with experience founding startups, leading teams, and solving challenging technical problems. Currently interested in generative AI infrastructure.

## Experience

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| <b>Co-Founder</b>  | <b>Konfig</b>      | <b>Jul 2022 – Dec 2024</b> |
| <ul style="list-style-type: none"><li>Built and sold SDKs and Documentation-as-a-Service to API-first companies, generating \$65K total revenue with 83% NRR from 11 customers</li><li>Authored viral technical content reaching 31K readers and front page of Hacker News</li><li>Built RAG, agentic workflow, and evaluation systems for production-ready AI medical writer and API Guide writer as part of pivots</li></ul> |                    |                            |
| <b>Senior Software Engineer</b>  | <b>C3.ai</b>       | <b>Aug 2019 – Mar 2022</b> |
| <ul style="list-style-type: none"><li>Led 5-engineer team building data exploration framework on Pandas API and built proprietary DSL for petabyte-scale apps</li><li>Reduced CI pipeline runtime by 50% through parallelization and built AST-based Java migration framework</li><li>Conducted 160+ technical interviews, helping grow engineering organization from 5 to 20 engineers</li></ul>                              |                    |                            |
| <b>Software Engineering Intern</b>   | <b>AppDynamics</b> | <b>May 2018 – Aug 2018</b> |
| <ul style="list-style-type: none"><li>Implemented cross-browser JavaScript execution time measurement and user session replay system</li></ul>   |                    |                            |
| <b>Research Assistant</b>  | <b>UIUC</b>        | <b>Aug 2015 – Aug 2018</b> |
| <ul style="list-style-type: none"><li>Developed web applications for HCI/social media research, resulting in <a href="#">published paper</a></li><li>Built sentiment analysis system for Twitter data and led student research cohort</li><li>Led cohort of student researchers in various projects</li></ul>  |                    |                            |

## Projects

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- [dylanhuang.com](https://dylanhuang.com) - Features technical blog posts focused on software engineering and system design with comprehensive list of achievements and testimonials from engineering colleagues
- Pokemon Go App** ([GitHub](#)) - Reached over 210,000 users and 3.3M views in two weeks
- Shopify App** ([Reddit Launch Post](#)) - Built session replay analytics tool that captures and visualizes customer browsing behavior on Shopify stores, generating revenue from day one after launch
- HQTrivia Solver** ([Blog Post](#)) - Built automated solver for HQ Trivia game using NLP and web scraping techniques to analyze questions and search results to determine correct answers (pre-LLM era)

## Skills

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Python   TypeScript   Java   OpenAPI   GraphQL   Django   Rails   Next.js   React   CSS

TailwindCSS   GitHub Actions   Redis   Postgres   Docker   System Design   Code Generation

Prompt Engineering   Agentic Workflows   LLM Observability   LLM Evals

## Education

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<b>M.Eng. / B.S. in Computer Engineering</b>	<b>Aug 2015 – May 2019</b>
University of Illinois at Urbana-Champaign	