Dylan Huang

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

Experience

Co-Founder Konfig Jul 2022 - Dec 2024

- Built and sold SDKs and Documentation-as-a-Service to API-first companies, reaching 5-figure ARR
- Authored viral technical content reaching 31K readers and front page of Hacker News
- Built RAG, agentic workflow, and evaluation systems for production-ready AI medical writer and API Guide writer as part of pivots

Senior Software Engineer

C3.ai

Aug 2019 - Mar 2022

- Led 5-engineer team building scalable data exploration framework on Pandas API and contributed to proprietary DSL for petabyte-scale applications
- Reduced CI pipeline runtime by 50% for 50-engineer team through parallelization and built AST-based Java migration framework
- Conducted 160+ technical interviews, helping grow engineering team from 5 to 20 engineers

Software Engineering Intern

AppDynamics

May 2018 - Aug 2018

Implemented cross-browser JavaScript execution time measurement and user session replay system

Research Assistant UIUC Aug 2015 - Aug 2018

- Developed web applications for HCI/social media research, resulting in published paper
- Built sentiment analysis system for Twitter data and led student research cohort
- · Led cohort of student researchers in various projects

Projects

- 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



Education

M.Eng. / B.S. in Computer Engineering

Aug 2015 - May 2019