Dylan Huang

dylanhuang.com | dylan.p.huang@gmail.com | LinkedIn | GitHub

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, generating $65K total revenue with 83% NRR from 11 customers
- 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 data exploration framework on Pandas API and built proprietary DSL for petabyte-scale apps
- Reduced CI pipeline runtime by 50% through parallelization and built AST-based Java migration framework
- Conducted 160+ technical interviews, helping grow engineering organization from 5 to 20 engineers

Software Engineering Intern   **AppDynamics**   **May 2018—Aug 2018**

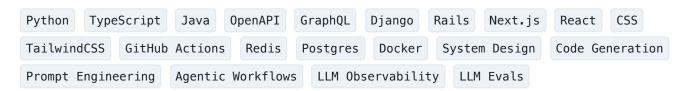- Implemented cross-browser JavaScript execution time measurement and user session replay system

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

`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

M.Eng. / B.S. in Computer Engineering   **Aug 2015—May 2019**

University of Illinois at Urbana-Champaign