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.

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

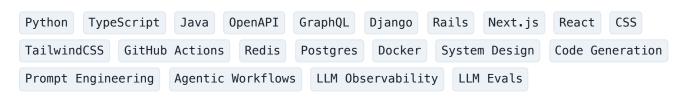
Research Assistant UIUC Aug 2015—Aug 2018

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

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

University of Illinois at Urbana-Champaign