

Dylan Huang

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Software engineer and entrepreneur with experience founding startups, leading teams, and solving challenging technical problems.

Experience

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|--|--------------------|----------------------------|
| Co-Founder | Konfig | Jul 2022 - Dec 2024 |
| <ul style="list-style-type: none">Built and sold SDKs and Documentation-as-a-Service to API-first companies, reaching 5-figure ARRAuthored viral technical content reaching 31K readers and front page of Hacker NewsDeveloped multi-language SDK generator (Python, TypeScript, Java, Go, etc.) and documentation platform with code generation capabilities | | |
| Senior Software Engineer | C3.ai | Aug 2019 - Mar 2022 |
| <ul style="list-style-type: none">Led 5-engineer team building scalable data exploration framework on Pandas API and contributed to proprietary DSL for petabyte-scale applicationsReduced CI pipeline runtime by 50% for 50-engineer team through parallelization and built AST-based Java migration frameworkConducted 160+ technical interviews, helping grow engineering team from 5 to 20 engineers | | |
| Software Engineering Intern | AppDynamics | May 2018 - Aug 2018 |
| <ul style="list-style-type: none">Implemented cross-browser JavaScript execution time measurement and user session replay system | | |
| Research Assistant | UIUC | Aug 2015 - Aug 2018 |
| <ul style="list-style-type: none">Developed web applications for HCI/social media research, resulting in published paperBuilt sentiment analysis system for Twitter data and led student research cohortLed 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			

Education

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