

## Contact

[www.linkedin.com/in/stevenzong](https://www.linkedin.com/in/stevenzong)  
(LinkedIn)

## Top Skills

Python  
SML  
Java

## Languages

English (Native or Bilingual)  
Japanese (Limited Working)

## Honors-Awards

SCS Dean's List

# Steven Ong

Senior Software Engineer at Facebook  
Mountain View, California, United States

## Summary

Currently working as a Senior Software Engineer at Facebook! I manage the full tech stack server-side for processing and analyzing billions of error reports a day.

My interests mainly lie in video gaming (speedrunning in particular), learning new programming languages and frameworks, and trying to "hack" up different projects, whether they be big or small.

---

## Experience

### Facebook

6 years 8 months

#### Staff Software Engineer

February 2023 - Present (3 months)

Menlo Park, California, United States

Tech lead that owns the mobile error-reporting stack from server-side ingestion to logging which processes billions of crash reports a day. Manages downstream systems servicing over 1000 various use cases that aggregate said reports into various buckets for use in detecting, triaging, and debugging regressions for service and app releases.

Works with various product reliability teams, building tools to improve debugging and analysis workflows for various types of issues.

#### Senior Software Engineer

February 2020 - February 2023 (3 years 1 month)

Menlo Park, California, United States

#### Software Engineer

September 2016 - February 2020 (3 years 6 months)

Menlo Park, California, United States

### Facebook

Efficiency and Reliability Intern

June 2015 - August 2015 (3 months)

Menlo Park

Improved the error-reporting and symbolication pipeline speed by up to 40% in production machines by designing a server-client system that processes logs based on demand and frequency.

Upgraded Google's third-party breakpoint libraries to symbolicate crash logs concurrently, which improved memory efficiency by up to 50% by reducing repeated data loads through disk.

Removed outdated de-obfuscation code and integrated an upgraded executable into the Java error-reporting pipeline, significantly improving accuracy of crash log information to be sent to other Facebook engineering teams.

Yahoo

Mobile Growth Intern I

June 2014 - August 2014 (3 months)

Helped develop Yahoo API's used internally and by users of Yahoo mobile applications.

Restructured the structure of the API codebase, gained experience with OSGi, Maven, and RxJava, and developed multiple scalable endpoints, most of which are currently live on Yahoo production servers.

Developed a feature for a mobile application that is yet to be released.

Carnegie Mellon University

Teaching Assistant

August 2013 - May 2014 (10 months)

5000 Forbes Avenue, Pittsburgh, PA 15213

Teaching assistant for the 15-150 Principles of Functional Programming course at Carnegie Mellon University that teaches introductory concepts about parallelism and functional programming concepts using the SML programming language. Created a matchmaking server that allowed students to submit game AI estimators and test them against each other.

California Polytechnic State University

Laboratory Research Assistant

July 2011 - August 2011 (2 months)

3801 West Temple Avenue, Pomona, California 91768

Aided in the research of cost-efficient methods to remove harmful dyes and hard metals from industrial waste water using ferrofluids and silica-coated nano-particles.

Researched and compiled data on various entrepreneurship programs around the US.

---

## Education

Carnegie Mellon University

Bachelor of Science (BS), Computer Science · (2012 - 2016)