

Hao (Leon) Wu

Senior Software Engineer - Backend and Data

Location: Seattle, WA 98105 or remote

Github: <https://github.com/haowu0802>

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Work Authorization: U.S.Citizen

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Senior Software Engineer with focus on backend and data..
Built data pipeline, RESTful APIs, and MVC web applications.
Works in Agile, Test-Driven-Development environment.
Lifetime learner, passionate about AI and game development.

SKILLSETS

Skill	Years	Frameworks/Libraries
backend	5	Python, Django, Flask, RESTful, GraphQL, GoLang, NodeJS, PHP
data	5	Apache-Airflow, PostgreSQL/MySQL, MongoDB, NumPy, Pandas, Redis
software development		Test-Driven-Development, Agile-Scrum/Kanban, OOP
other tools		Git, Heroku, Docker, Linux, Mandarin

PROFESSIONAL EXPERIENCE

Huawei Technology, Computing Lab, Bellevue, WA

Senior Software Engineer

September 2017 - Present

- + Decouple, redesign, refactor legacy system into micro-services
- + Replace SOA APIs with RESTful APIs and optimize with GraphQL endpoint
- + Dockerize components

The Skill Panel

Software Engineer / Co-Founder

February 2017 - Present

A web application for tracking and sharing skill progression.

- + Build backend and APIs
- + Design, implement skill popularity ranking functions

Branded Entertainment Network (Corbis)

Data Engineer

September 2016 - January 2017

The data science team creates data pipelines between applications and does data mining.

- + ETL: Extract and transform TV show airing data from multiple data warehouses and load into MongoDB and PostgreSQL for further analysis.
- + Airflow Data Pipeline: Write Directed Acyclic Graphs, Pipeline the ETL processes, visualize the status of each process and provide features such as ad hoc task runs of scheduled directed acyclic graph instances. Write Docker-py plug-in and non-backfilling feature.
- + Data Analysis: With Python data science library such as Pandas, Scikit-learn, run models including linear regression, random forest, etc. to predict the brand preference of audience.
- + Data Visualization: With C3js, plot interactive charts and tables for the data and use Matplotlib to plot the clusters of behavior/preferences extracted from audience data.

Zanadu Travel

Software Engineer

February 2014 - February 2016

- + Scraping and building a dynamic pricing BI system that helps the team to visualize the changes of price and make marketing decisions accordingly
- + Find flaws in competitor's anti-scraping methods to scrape their price list.
- + Guide the user to understand their needs and design efficient approaches to implement features

Dangdang E-commerce

Backend Developer

December 2011 - February 2014

- + Built API access data dashboard for identifying events that affects UV/PV.
- + Developed a modularized configuration system to reduce the time cost for deployment configuration and version controlling production configuration.
- + Introduced zookeeper methodology from apache Storm distributed system to solve the problem of incomplete cronjob script data due to timeout interruptions.

EDUCATION

University of Pittsburgh, Pittsburgh, PA Bachelor of Science Degree Computer Science Major	Graduated in 2010 with GPA 3.57/4.00 Specialty: Software Engineering Game Development
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RECOMMENDATION

Nicholas Johnson - Data Science Lead Developer - Corbis (Branded Entertainment Network)

"I worked directly with Hao at the BEN Group data development/science team. While on our team Hao headed up the development of a critical ETL management system and deployed it to production, worked on data exploration and regression analysis projects, and also pushed our team to have improved development practices. Hao is a sharp, self-directed engineer that produces high quality, easy to understand software. He is also very business-oriented; he focuses on understanding the customer and delivering features that benefit the customer and ultimately the business."

December 28, 2016, Nicholas managed Hao directly
Posted on <https://www.linkedin.com/in/haowu0802/>