Renxu Hu

Staff Software Engineer at Tesla

Software Engineering Lead at Tesla's 4680 Cell Factory with a focus on optimizing cell manufacturing software. Skilled in Web/Mobile development. Enthusiastic about utilizing innovative technologies to boost user engagement and business growth. Demonstrated success in leading diverse teams and delivering top-notch projects.

Sunnyvale, CA
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Skills

Web: TypeScript, JavaScript, React, GraphQL, Server-Side Rendering, Next.js, Playwright, Golang, Kubernetes, Redux, Webpack, CSS, HTML, Node.js, Express, Mocha and Chai, Mockito

iOS: Swift, Objective-c, gRPC, Composer (Snap's cross-platform UI solution), Djinni (cross-platform C++ library code)

Android: Kotlin, Java, SQL, gRPC, Composer, Djinni

AR: Lens Studio, 3D Body Tracking, Full-Screen Segmentation

Data Analytics: SQL, Python, Apache Airflow, Looker, Looker Studio, Grafana, Excel

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Experience

Tesla / Staff Software Engineer
AUG 2023 - PRESENT, Fremont, CA

- Orchestrated the launch of a pioneering project to unify access to Tesla's Cell Manufacturing software services, **enhancing integration and management across the board**
- Utilized a robust stack comprising GraphQL, gRPC, Golang, React, and Kubernetes, **streamlining service delivery and operational efficiency**
- Championed the development of Tesla's first high-speed battery cell manufacturing execution software system, reinforcing its scalability for an **8x growth** across three factories.
- Directed engineering, architectural, and managerial efforts to advance the software project, setting benchmarks in performance and scalability during critical expansion stages.
- Fostered a culture of innovation and agile development practices, leading a new team in the deployment of complex projects within aggressive timelines.

Snap Inc. / Technical Lead, Software Engineer
JUL 2019 - AUG 2023, Palo Alto, CA

- Led a team of **6 client engineers** by planning and coordinating projects, analyzing users' needs and finding the right products and technical designs, and guiding team members through technical challenges
- Coordinated XFN initiatives on the AR Enterprise Solutions from scratch to build a business beyond Snapchat, by selling AR Try On solutions that deliver value to other companies, such as Puma, New Balance, which generate **$250M in revenue**
- Oversaw org-wise engineering design and cross-functioning efforts to bring AR Try On to Snapchat users and partners across the globe, which generate **$20M annual sponsored Ads revenue**
- Directed Ads Tracking and Measurement initiatives (ATT, SKAdNetwork, Pixel Tracking) to perform deterministic attribution, allow tracking user's Ad usage, improve the Ads targeting ability, and fix the retention measurement pipeline which **boost Snapchat revenue by 30%**
- Spearheaded Featured Stories for Snapchat Memories to drive up **500M** daily snap views by **100M** unique users, and Year-end story drives **1B** daily views
- Refined technical stacks for implementing features cross-platform to **reduce the HC costs by $1.5M**
- Led modularization efforts to leverage internal dependency injection pattern and build feature apps which improves the application cold start speed by **70%**

Groupon / Software Engineer Intern

JUN 2018 - SEP 2018, Palo Alto, CA

- Developed email, in-app, and push reminder notifications end-to-end which allowed high traffic (a million users per day) and improved user experience with an expected **$4.75M annual revenue**
- Redesigned the reminder notification payloads to a generic payload for **50+** reminder notifications and reduced **20000+** lines of code

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Education

University of California San Diego / B.S. in Computer Engineering

La Jolla, CA