Kevin Wu

Software Engineer

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Skills

Languages and Software

Javascript, Typescript, Node.js, React.js, Python, Flask, Bash, PostgreSQL, Neo4J, ElasticSearch, SQS/SNS

Light experience with: C#, C++, Java, Golang, Kafka

Tools

AWS, Terraform, Git, Docker, Webpack, Babel, IPython

Light experience with: Unity, Chef, Ansible

Practices and Patterns

Agile, Scrum, Kanban, Microservice Architecture, Monorepos, SPA, Event Streaming

Education

University of California, Berkeley (GPA 3.98)   Graduated 2015

» Majoring in Electrical Engineering and Computer Science
» Regents' and Chancellor's Scholar, HKN Member, and NSCS Member

Experience

Riot Games - Lead Software Engineer   Aug. 2017 - Present

» Designed multiple iterations of a graph-based data pipeline touching technologies such as Postgres, Flask, Neo4J, AWS SNS/SQS, Kafka, and Amazon MQ to empower multiple cohesive data applications.
» Built an internal search application driven by ElasticSearch and delivered to users via a responsive React SPA, a Chrome plugin, OpenSearch integrations, and developer CLI's.
» Lead of team of 5 engineers to improve the stability of Riot's internal people and team platforms by introducing production checklists, test plans, SLA's, RCA's, New Relic monitoring, and Google Analytics instrumentation.
» Drove the adoption of a consistent build and deploy strategy via Dockerized Jenkins, setting up a CD pipeline for both multirepo and monorepo development flows.
» Mentored 2 engineers on common software engineering topics such as programming language design, networking security, cloud infrastructure, and distributed systems.
» Established multiple Agile processes such as weekly backlog grooming sessions, sprintly strategy alignment, monthly SLA reviews, and customer interviews.

Riot Games - Software Engineer   Aug. 2015 - Aug. 2017

» Leveraged React, Polymer, and Python to build an internal recruiting analytics and reporting platform which dynamically configures Tableau workbooks to generate emails for up to 300 recruiters and engineering managers daily.
» Produced a dynamic org chart visualization, allowing the VP of Engineering to discover overburdened managers, open hiring recs, and overall company structure.
» Mentored an intern on soft skills, including proper technical and product communication, leading technical discussions, and introducing new tech to the team in a healthy manner.
» Engineered a custom set of Confluence macros in Java and React primarily used for the company's internal products listing, but intended to be a generic set of macros to display arbitrary sets of graph-modeled information.

Microsoft - Product Manager Intern   Summer 2014

» Collaborated with other PM's on the Microsoft Store team to design functional requirements for the Windows store product page.

Palantir - Software Engineer Intern   Summer 2013

» Built a prototype to serve as a springboard as the flagship product transitioned from a traditional Java application to an online HTML5 webapp.
» Developed a dynamic report customization tool leveraging Backbone.js and JQuery with Mocha and Grunt for testing and bulid automation.

Additional Projects

Tron (http://impguard.github.io/tron)   Spring 2014

» First place project at the Spring 2014 Berkeley CSUA hackathon amongst ~15 teams.
» Online 3D game inspired by the arcade game tracking two hands in the air via a computer webcam in order to drive the vehicle.

Coliseum (https://github.com/Fong-/CS169-PenPal-Gladiators)   Spring 2014

» Collaborated with 5 other developers to build a Ruby on Rails SPA to facilitate online political discussions.
» Handled the role of scrum master and tech lead with daily standups, a CD pipeline, weekly team architecture discussions, and sprintly customer product reviews.