

SKILLS

- **Technologies:** Kubernetes, ArgoCD, Terraform, Prometheus, Grafana, Redis, Kafka, Pinot, Hudi, Spark, Druid, Postgres, Bazel, Jenkins, Maven, Gradle, Git, AWS, GCP, React.
- **Languages:** Java, Go, Python, C++, Kotlin, Swift, Ruby, TypeScript, SQL.

EXPERIENCE

- **Cloud Kitchens** Seattle, WA
Senior Software Engineer *Aug 2020 – Jan 2024*
 - **Printing Orchestration:** Designed and built key components of cloud services, enhancing distribution efficiency of ticket payload, rendering speed, and scheduling accuracy, resulting in improved operational performance.
 - **Observability:** Built from scratch the device (printers) observability pipeline, dashboard, monitoring, and alerts with Flink, Pinot, ETL, Prometheus, Grafana, etc.
 - **Restaurant Data:** Designed and built an internal tool incorporating large amount of restaurant data from multiple sources while doing ETL entity resolution, serving it real-time to the sales team, and maintaining manual editing functionalities.
 - **Sales Growth:** Utilized AI/LLM to generate insightful sales proposal and automate email campaigns (linked to sales team POC) to restaurants based on our internal restaurant data knowledge base.
 - **Leadership:** Architected multiple projects, set the roadmaps, proposed them to the organization, and led multiple engineers on the team to the projects' completion.
- **Living Sky Technologies** Seattle, WA
Senior Software Engineer *Mar 2017 – Apr 2019*
 - **Formal Grammar:** Defined the syntax of the editor element structure, which is used as the functional unit of the WYSIWYG editor.
 - **Rendering Engine:** Designed and implemented the browser-like rendering engine which combines the element structure with the bespoke style sheet processor.
 - **Leadership:** Led a small team to focus on innovating and delivering ambiguous and complex software product on time.
- **Freelance/Contract** Seattle, WA
Software Engineer *Aug 2014 – Jan 2017*
 - **Contracts:** Completed contract-based fullstack and iOS mobile projects with React, Typescript, and Swift.
 - **Consultant:** Consulted on technical solutions by conducting software design analyses, resulting in improved project outcomes.
- **Facebook** Seattle, WA
Software Engineer *Jul 2011 – Jul 2014*
 - **Stream Processing:** Designed and implemented scalable data processing pipelines for real-time analytics and Business Intelligence.
 - **Mobile Data:** Redesigned mobile device and connection detection to improve UX and identity resolution.
 - **Search:** Improved ML search rankings of places, pages, and events; improved typeahead and search quality.
 - **HBase:** Implemented features and performance improvements for HBase such as distributed log splitting.
 - **Messages Migration:** Migrated Facebook messages to HBase with thorough multi-steps procedures.

PUBLICATIONS

- **“Detecting mobile device attributes”** US Patent No. 10,873,648
Co-developed a patent for mobile device identity resolution. *Date of Patent: December 22, 2020*

EDUCATION

- **University of Washington** Seattle, WA
Bachelor of Computer Science *Sep 2009 – May 2012*