

SKILLS

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

EXPERIENCE

- **Kubit.ai** Remote
System Architect Apr 2025 – Sep 2025
 - **In-app Notification:** Designed and built in-app notification for the enterprise app, along with configurable and expandible configurations and email/slack integration.
 - **Screenshot Service:** Built a remote screenshot service to render authenticated page and capture into pdf/png for reliable data export and reporting
- **Cloud Kitchens** Seattle, WA
Senior Software Engineer Aug 2020 – Jan 2024
 - **Printing Orchestration:** Designed and built key order fulfillment components processing 100K daily orders across 60+ countries, improving payload delivery, rendering, and scheduling while reducing incidents by 80% in a year.
 - **Observability:** Built from scratch the device observability pipeline monitoring 100M+ daily printer events, implementing dashboards, monitoring, and alerts with Kafka, Flink, Pinot, Prometheus, and Grafana.
 - **Restaurant Data:** Built a sales intelligence platform consolidating multiple data sources on 750K restaurants through ETL and entity resolution, serving sales teams with integrated manual editing capabilities.
 - **Sales Growth:** Developed an LLM product generating sales proposals with revenue forecasts, leveraging ML models of competitive landscape and neighborhood demographics to automate mass outreach campaigns.
 - **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
 - **Architecture:** Architected a formal grammar system defining the foundational structure for a high-performance WYSIWYG editor, establishing the technical standard adopted across multiple product lines.
 - **Rendering Engine:** Pioneered a custom browser-grade rendering engine combining proprietary element structures with an advanced style sheet processor, enabling unique capabilities beyond competitor offerings.
 - **Leadership:** Led a small team in delivering complex, ambiguous software products on schedule.
- **Freelance/Contract** Seattle, WA
Software Engineer Aug 2014 – Dec 2016
 - **Contracts:** Completed fullstack web apps and iOS mobile apps with React, Typescript, and Swift.
- **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.

PATENTS & 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