

Product-focused creator with a deep, diverse background and a passion for usability.

Education

University of Illinois at Urbana-Champaign

'09-'12

Bachelor of Science in Computer Science  
(Incomplete, on hiatus)

Experience

LP Leanplum '16-'17

Helped build version 2.0 of the webapp with a dedicated team of engineers, designers, and PMs.

Evangelized git workflows to improve technical communication and published a proof of concept.  
@ <https://github.com/jiaweihli/git-workflow-strategies-example>

Set up automated CI on CircleCI and built a custom integration to notify in Slack when builds were broken.  
@ <https://github.com/jiaweihli/shpherd>

Google '16

Worked on YouTube TV's web client. Built core components of video player and live video previews.

h Hulu '12-'14

Introduced automated ad inventory projections into the sales workflow, dramatically improving the accuracy of campaign goals.

Guided team in designing and building out several distributed, fault-tolerant systems for the core ad pipeline while ramping up teammates new to the Scala ecosystem.

Streamlined tooling specific to the ads team – set up system metrics, aggregated logging, automated machine configuration, deployment, and build tooling.

Heap '14-'16

An analytics company (YC W13) with a capture-everything philosophy.

Mapped out a full redesign of the webapp with a designer and worked with other engineers to bring it to life. As a precursor, I proposed and led front-end efforts in streamlining architecture to more quickly launch new features and track down bugs - researching, prototyping, and implementing a safe migration path to a new tech stack.

Prior to that, I owned Heap's tracking script, used by thousands of businesses to better understand their users. During that time, I built out new features while ensuring a consistent and stable cross-browser, cross-platform experience.

Joined as 3rd hire and helped Heap grow to nearly 40 people, running engineering onsite and directly interviewing much of the current team. Also drafted and published technical writing to build out engineering brand.

Haugen Software '14

A venture focused on demurrage within the logistics industry.

Overhauled data model of business logic, introduced best practices – PR development workflow, lifecycle hooks, authentication.

Projects

Monapt

Options, Tries, and Futures for JavaScript / TypeScript  
@ <https://github.com/jiaweihli/monapt>

Rematch

Pattern matching for JavaScript / TypeScript  
@ <https://github.com/jiaweihli/rematch>

Vue

TS TypeScript

Webpack

CircleCI

Backbone

JS Node

Polymer

Python

Ruby

Scala

Rails

Akka

Java

{less} LESS

Sass SASS