

## SELECT WORK EXPERIENCE

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### Hinge

#### Staff Machine Learning Platform Engineer

*Leading the platformization of Hinge's AI/ML efforts.*

Apr 2024 – Current

New York, NY

### Humane Intelligence

#### Engineering Advisor

*"Fractional" tech lead and architect. Partner with the CEO to define and execute on engineering strategies, including hiring and vendor selection. Contribute in hands-on capacity for technical proofs-of-concepts.*

Feb 2024 – Current

New York, NY

### Spotify

#### Senior Machine Learning Engineer

*Senior member of the ML Platform organization; contributed to and maintained Hendrix, Spotify's centralized machine learning platform. Primarily focused on compute orchestration and infrastructure. Later shifted focus to AI/ML governance and artifact management solutions.*

Mar 2021 – Mar 2024

New York, NY

- Contributed to technical evaluation of Ray for adoption into the Hendrix platform; collaborated with the Ray maintainer team at Anyscale to identify functionality gaps and steer Ray development roadmap, e.g. of Ray AI Runtime; informed the development of Hendrix's initial centralized multi-tenant Ray infrastructure based on KubeRay;
- Spearheaded development of Hendrix Registry as part of company-wide AI/ML governance initiative; collaborated with stakeholders in Legal, Trust & Safety, etc. to deliver a Backstage-based model card solution, resulting in over 100 models registered by 40 teams company-wide in less than a quarter;
- Brought Hendrix's flagship Kubeflow-based orchestration product to general availability; defined multi-quarter engineering roadmap in collaboration with product and engineering stakeholders across ML Platform and user teams; contributed to increase in Hendrix adoption of 50% and increase in measured user satisfaction of 10%;
- Active mentor and career coach to junior IC team members across the ML Platform org. Successfully identified and carved out long-term areas of ownership for two junior ICs that have since become defining pillars of their respective careers.

### NVIDIA

#### Senior Systems Software Engineer, AI Infrastructure

*Worked on AI infrastructure for autonomous vehicle research and development.*

Dec 2019 – Jan 2021

New York, NY

- Implemented prototype for "hybrid data/model parallelism" using a Ray and Horovod;
- Implemented a custom Kubernetes scheduler for preemptible workloads in an on-prem GPU cluster

### Twitter

#### Machine Learning Software Engineer

*Member of Cortex, Twitter's central ML platform organization. Worked on: workflow orchestration; experiment management/iteration; and overall ML engineering productivity.*

Aug 2018 – Dec 2019

New York, NY

- Enabled distributed training of TensorFlow models in Apache Mesos from an Airflow pipeline via Deepbird, Twitter's TensorFlow-based model training/evaluating/serving framework

## EDUCATION

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University of Chicago B.S. Computer Science, B.A. Economics

2011 – 2015

## SPEAKING

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TWIMLcon AI Platforms, "How Spotify is Navigating an Evolving ML Landscape with Hendrix Platform"

Oct 2022

MLconf, "Empowering Traceable and Auditable ML in Production at Spotify with Hendrix"

Mar 2022

KubeCon + CloudNativeCon, "Scaling Kubeflow for Multi-tenancy at Spotify"

Oct 2021

## SKILLS

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- **Programming Languages:** Python, Go, C++, Java
- **Machine Learning and MLOps:** Ray, Kubeflow, Airflow, TensorFlow, TensorFlow Extended (TFX)
- **Infrastructure and Distributed Systems:** Google Cloud (GCP), Kubernetes, Terraform, Prometheus, gRPC, Docker

Last Updated: 2024-03-23

Also available at: <https://jonathanjin.in>