JOSHUA LO
SENIOR SOFTWARE ENGINEER

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KEY ACCOMPLISHMENTS

SOFTWARE DEVELOPMENT

- Eliminated a system bottleneck that was restricting room capacity and revenue of a $351,000,000 a year product by designing and implementing a distributed chat service that enabled chat components to be separated out from the limiting Flash client. The service was built on Node.js and Redis, handled over 3,000,000 chats a day, and was designed to be easily scale out.

LEADERSHIP

- Built talented and cohesive teams around vague requirements or startup ideas, guiding them through phases of product development, beginning with identifying customer needs and validating hunches, to building, shipping, and marketing production software.
- Co-founded Airtus and led the team in getting accepted into the 9Mile Labs accelerator, becoming a finalist for TechStars accelerator, and eventually acquired by Globatom.

ACADEMICS

- Achieved a M.S. Computer Science and Software Engineering with 3.9 GPA while working full-time.

EXPERIENCE

ACCRETIVE
Seattle, WA
Jan 2013 – Sep 2016

SOFTWARE ENGINEER

Accretive develops a high-definition live streaming video and chat platform delivering over 200,000 streams an hour to 40,000,000 unique daily visitors globally generating over $351,000,000 a year.

- Improved system stability and network latency by migrating 25% of a monolithic stateful Flash Media Server application to stateless distributed microservices using Node.js, Redis, NGINX-rtmp, FFmpeg.
- Provided decision makers with statistical insight into the business by creating reports and dashboards from system logs and MySQL data using Splunk, PHP, and HTML/CSS.
- Reduced team overhead by 20% by automating repetitive processes.

GLOBATOM
Seattle, WA
July 2016 – Mar 2017

VP ENGINEERING

Globatom is a logistics platform that provides shippers with better visibility into their supply-chain by providing shipment management tools, vessel and package tracking across legs of the supply-chain, and predictive route analytics using machine learning.

- Developed 50% of the back-end code including the core application and 7 microservices that that integrate 3rd party tracking and IoT sensor APIs using PHP, Laravel, node.js, PostgresSQL, and Azure.
- Managed a product development team of 8, applying agile and scrum processes to an originally ad-hoc dev shop increasing velocity and providing better visibility for product owners.
- Managed relationships with customers and vendors, and led the company's participation in Microsoft's Internet of Things and home automation accelerator.

AIRTUS
Seattle, WA
Aug 2015 – July 2016

CO-FOUNDER, CTO

Airtus was a logistics platform that addressed issues that prevent enterprise shippers from using less expensive private carriers instead of traditional providers like UPS and FedEx. The platform unified the disparate interfaces and workflows of individual carriers allowing shippers to search, book, track, and manage shipments from multiple carriers all in one place. Airtus was acquired by Globatom Inc. in 2016.

- Led a team of 6 (3 developers including myself) through the incremental development of a product, working closely with 3 air cargo managers and 3 freight forwarders, learning and pivoting when necessary. The product was built using Node.js, React, MongoDB, and Heroku.
- Obtained a deep understanding of the logistics industry, pitching investors, accelerators, and potential partners leading to acceptance to 9Mile Labs, finalists to TechStars, and acquisition.

MSNBC.COM
Seattle, WA
June 2012 – Sept 2012

SOFTWARE ENGINEERING INTERN

msnbc.com is a website that provides news coverage and political commentary. They are a primary source for presidential election poll results.

- Developed a real-time verification tool using C# and ASP.NET MVC to compare incoming race data (candidates, votes, winners, etc.) from NBC to data that exists in each stage of msnbc.com's data rendering lifecycle. The tool adjusted for latency and presented a comparison as a heat map.

EDUCATION

UNIVERISTY OF WASHINTON
2012 - 2016

M.S. COMPUTER SCIENCE AND SOFTWARE ENGINEERING

- 3.92 GPA. Focuses include: software architecture, distributed systems, machine learning, development methodologies.

UNIVERISTY OF WASHINTON
2003 - 2007

B.S. CIVIL AND ENVIRONMENTAL ENGINEERING

- 3.52 GPA. Focuses include: environmental hydrology and hydraulic engineering.