

Junhao Dong

SOFTWARE ENGINEER

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Education

Northeastern University

Boston, MA

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, GPA: 3.5/4.0

May 2019

- **University of Hong Kong**, Hong Kong, China — *Semester Abroad Fall 2018*
- **Aquincum Institute of Technology**, Budapest, Hungary — *Semester Abroad Fall 2017*

Skills

Languages Python, Java, JavaScript, C, Ruby, Hack, Scheme

Frameworks Django, Jenkins, Chef, React, Angular, Flask, AWS, Docker, GraphQL

Experience

Facebook

Menlo Park, CA

SOFTWARE ENGINEER

July 2019 - PRESENT

- placeholder

Toast

Boston, MA

SOFTWARE ENGINEER INTERN (PART TIME)

Feb. 2019 - June 2019

- Built the infrastructure and automation pipeline for Android's Espresso test framework, enabling developers to use Espresso for UI tests instead of the current, significantly slower, custom Appium-based framework. Used Jenkins, AWS EC2, and Genymotion Cloud for scalability.

Drizly

Boston, MA

SOFTWARE ENGINEER INTERN

May. 2018 - Aug. 2018

- Implemented a re-designed onboarding workflow with automated Salesforce integration for new customers to streamline the onboarding process for both customers and account managers.

Facebook

Menlo Park, CA

SOFTWARE ENGINEER INTERN

Jan. 2018 - Apr. 2018

- Helped migrate the Instagram Django web server to perform parallel IO operations and handle concurrent requests within each worker process to reduce latency and increase capacity as the app scales with users and features.
- Created a framework to safely predict the performance and correctness of worker processes handling concurrent requests from a production environment. Preemptively caught and fixed regressions related to increased cpu instructions, caching, and global state contamination.

Toast

Boston, MA

SOFTWARE ENGINEER INTERN

Jan. 2017 - Aug. 2017

- Built a microservice, database schema, and related web pages to manage customer accounts — 50,000+ created within the first two months.
- Designed and helped implement a second microservice to build the foundation for upcoming payment features and reduce technical debt.
- Enhanced the audit tool to query real-time data from restaurants' Android devices, proactively resolving customers' configuration bugs.

CSTUY Hacking Sessions

New York, NY

PROGRAMMING MENTOR, TA

Sept. 2014 - Mar. 2015

- Taught programming concepts to high school students using Java and Processing while providing input for lesson plans and project ideas.

Projects

Shellfish

- A command line interface based on the Unix Bash shell, written in C.
- Supports EOF (Ctrl-D) and SIGINT (Ctrl-C), multiple commands per line, and chained redirection and piping.

Zero Robotics

- Semifinalist out of 200 teams in MIT's international high school programming competition in C.
- Implemented 3D vector physics and game strategy for an autonomous satellite simulation using the ZR API.