



Andrew Liang

Software Developer

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Experience



Platform Engineering Intern

Wattpad • Ads & Monetization

Winter 2017

Toronto, ON

- Built an open-source client library in **Go** for interacting with the Adzerk API
- Leveraged concurrency techniques in **Go** to improve network request latency by **66%**
- Modified APIs in **PHP** to support running **100%** of all UI and API tests in production
- Enhanced web services in **Go** and **PHP** to support new ad-related product requirements



Data Engineering Intern

Paytm Labs • Personalization

Summer 2016

Toronto, ON

- Maintained data processing pipelines in **Python**, **Scala** to ensure **100% availability** of data
- Built **Node.js** web app with **React**, **Redux** to visualize product recommendation metadata
- Developed **Grafana** data dashboard using **Lucene** to visualize business and traffic metrics
- Refactored **Scala** code to **decrease latency** for recommendation API serving **100M** users

Projects

go-adzerk – Go, Adzerk

April 2017

An **open-source** client library in Go for interacting with the Adzerk API.

wattpoll – Go, MySQL

April 2017

A microservice in Go backed by a MySQL database which supports embedded polls at the end of a story part on Wattpad.

Glide – Java, Android SDK

July 2015 – January 2016

Glider simulator game for Android. Published on the **Google Play Store**, achieving a **4.8** rating, with **1000** downloads.

Skills

Languages

- Go
- Python
- PHP
- Bash
- C/C++
- Scala
- SQL

Technologies

- Git
- Unix
- Kubernetes
- MySQL
- Travis CI
- Datadog
- Elasticsearch
- Adzerk

Interests

- Open-source software
- Microservices
- Hackathons
- Barbering

Education

University of Waterloo

Bachelor of Software

Engineering, 2015 - 2020