Andrew Liang

Software Developer

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Experience

NVIDIA • Distributed Storage Engineering
Current

- Building an open-source, distributed object storage system in **Go**: https://github.com/NVIDIA/dfcpub

Taplytics • Backend Engineering
Sept. - Dec. 2017

- Built a distributed push notification pipeline on **GCP** and **Node.js** handling **300 GB/s** of throughput
- Developed webpage element classifier in **JavaScript** to increase A/B test results by **72%**

Wattpad • Platform Engineering
Jan. - Apr. 2017

- Built an open-source HTTP client library in **Go** for interfacing with Adzerk's ad-serving API
- Leveraged concurrency patterns in **Go** to improve RESTful API network request latency by **66%**

Paytm Labs • Data Engineering
May - Aug. 2016

- Patched data processing pipelines in **Python** and **Scala** to ensure **98.5%** uptime
- Built **Node.js** web app with **React** and **Redux** to visualize product recommendation metadata

Interests

- Open-source software
- Serverless architecture
- Distributed systems
- Barbering

Skills

Languages

Go	JavaScript	Bash
Python	C/C++	SQL

Technologies

Git	MySQL	Redis
UNIX	BigQuery	Pub/Sub
AWS	Elasticsearch	Datadog
GCP	Cloud Functions	Jenkins

Projects

go-adzerk – Go, Adzerk

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

wattpoll – Go, MySQL

A microservice built with **Go** and **MySQL** which supports interactive polls on Wattpad.

Education

University of Waterloo
Bachelor of Software Engineering 2020