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