Andrew Liang

NVIDIA • Distributed Storage Engineering

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Skills

Languages

Go

Python

in linkedin.com/in/liangdrew

May - Aug. 2018

liangdrew.com

Bash

SQL

Software Developer

Experience

Santa Clara, CA

• Contributed to core development of DFC, a distributed persistent object cache in Go: https://github.com/NVIDIA/dfcpub

• Developed MapReduce-based archive file sorting framework to operate within DFC to accelerate AI workloads at the petabyte scale

Taplytics • Backend Engineering Sept. - Dec. 2017 **Technologies**

Toronto, ON

- 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

Toronto, ON

- 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

Toronto, ON

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

Interests

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

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

JavaScript

C/C++

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