

Ian Macalinao

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🎓 education

University of Texas at Austin

B.S, Pure Mathematics
3.7 GPA, Graduating May 2018

☰ skills

Languages: Scala, Go, JavaScript,
Ruby, Python, Java, Hack/PHP, SQL,
HTML/CSS

Other: Unix/Linux, Rails, Node.js,
React/Redux, Angular, Hadoop, AWS,
Cassandra, Functional programming

🔧 projects

HackDFW

Founder and director of technology
of the first and largest student
hackathon in Dallas.

Legends.ai

Website displaying League of
Legends statistics. Used Scala (Cats
+ Monix), Cassandra, and Redis to
ingest and aggregate 1TB of game
data per day, building an extensible
denormalization framework to
quickly query different views of data.

Colleged.net

College textbook price comparison
website built on MEAN. Received
2000 unique visitors in January 2015.

New Liberty

Modded Java Minecraft server using
reverse-engineered code. Peaked at
3500 unique monthly players.

💼 work

Facebook

Summer 2017

Software Engineering Intern, Ads

- Used NLP to help support agents find solutions to incoming requests and to help advertisers find solutions faster
- Rebuilt the main page of Facebook's support case management system using React and Relay/GraphQL

Google

Summer 2016

Software (Site Reliability) Engineering Intern

- Developed a system to detect production anomalies and alert SREs

Uber

Spring 2016

Software Engineering Intern, UberEATS

- Implemented a per-restaurant maximum delivery radius
- Helped develop a staging environment for EATS-specific services
- Increased stability of services as UberEATS grew from 1 to 15 cities by improving logging, performing load tests, and adding CI

ResearchNow

Fall 2015

Software Engineering Intern

- Constructed a load testing framework in Scala using Gatling to generate dummy ad impression data for testing a MapReduce pipeline
- Developed an ETL pipeline to aggregate data from Hadoop HDFS using Apache Spark and Cloudera Impala, resulting in a ~5x speed improvement over the existing Pig/Hive/Oozie pipeline

IFTTT

Summer 2015

Software Engineering Intern

- Reworked a reporting system to work on-demand using Amazon Redshift, resulting in a 1 hour decrease in total overnight ETL job duration
- Migrated push notifications to AWS SNS, saving 98% in push-related costs
- Developed various web pages, including the OSS page (ifttt.github.io)

Bireosoft

June 2011 - August 2014

Freelance Java Developer

- Ran custom Minecraft mods on CentOS and Debian servers
- Reverse engineered obfuscated Java using a decompiler and reflection