

Mark Tai

Coding for work and fun

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SUMMARY

- Well-rounded senior engineer who adapts easily and works well with others
- **Areas of experience:** developer infrastructure, full stack, mentorship, [board games](#), [traditional jazz](#), [cocktails](#)

WORK EXPERIENCE

- JUL 2018-
SEP 2022 | **Airbnb, Senior Software Engineer on CI Infrastructure**, San Francisco, CA
- Improved Java monorepo's enqueue to merge time by 60% on Evergreen merge queue system
 - Migrated all monorepos to Evergreen merge queue system and fully deprecated old solution
- SENIOR SINCE
JUL 2021 |
- Architected and coordinated consolidation onto singular CI Platform for both iOS and Linux
 - Architected and built Test Levels data aggregation and dashboard; all Airbnb orgs adopted
 - Worked across Developer Platform to instrument, connect, and visualize developer experience
 - Architected and built executor for monolith's test suite across 30 instances and 20 processes
 - Improved CI Platform uptime, reducing incidents by 67%, improving uptime from 99% to 99.7%
 - Won several security hackathon competitions where team discovers and exploits vulnerabilities
- MAY-AUG 2017 | **Airbnb, Software Engineering Intern on CI Infrastructure**, San Francisco, CA
- Created new build process using Docker environments rather than separate AWS environments
 - Onboarded key projects to this new build process to demonstrate viability
 - Over the next 2 years, intern project was extended to become Airbnb's CI Platform
- OCT 2016-
MAY 2017 | **PlayFull, Software Engineer**, Los Angeles, CA
- Created responsive website beplayfull.com
 - Created full stack responsive, live dashboard and met with business customers to onboard
 - Created UI for interactive, in-store Raspberry Pi displays shown at every customer restaurant
 - Managed 2017 internship program, including interview process, candidate selection, onboarding
- JUN-SEPT 2016 | **Facebook, Software Engineering Intern on Ads Targeting Product**, Menlo Park, CA
- Improved ad creation flow search dropdown in both front-end and back-end
 - Analyzed data and learned user behavior to deliver best consumer facing product
- JUN-SEPT 2015 | **Ooyala, Software Engineering Intern on Developer Infrastructure**, Santa Clara, CA
- Created website with AngularJS, Bootstrap, Go, AWS, and Chef to troubleshoot Atlantis platform
 - Identified and fixed bugs and added features in components of the Atlantis platform
- SEPT 2015-
JUN 2018
JUN 2018 | **Tau Beta Pi**, UCLA, CA
- Tutored both CS and other engineering classes with honor society Tau Beta Pi
 - As web lead, managed team of 3 people to maintain and improve website
 - As VP, managed tutoring, midterm reviews, school outreach, website, and internal socials
- SEPT 2009-
SEPT 2015 | **Math Tutor**, Fremont, CA
- Prepared lessons and tests for current and future material for many math subjects
 - Customized teaching approach and speed to challenge students and ensure retention
- MAR-JUN 2014 | **Mobile App Developer, Curveball**, Fremont, CA
- Designed, coded and tested a fully fleshed out mobile app game that is a unique twist on Pong
 - Since the game's launch in April 2014, has 2,000+ downloads with a 4.2 out of 5 stars

EDUCATION

- SEPT 2014-
JUN 2018 | **University of California, Los Angeles: Computer Science**
- GPA: 3.8/4.0, cum laude, officer of Tau Beta Pi and Upsilon Pi Epsilon honor societies

LINKS

WEBSITE | marktai.com

GITHUB | github.com/marktai