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

Senior since Jul 2021

Senior Software Engineer on CI Infrastructure, Airbnb, 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
- 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

Software Engineering Intern on CI Infrastructure, Airbnb, 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

Oct 2016- May 2017

Software Engineer, PlayFull, 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

Software Engineering Intern on Ads Targeting Product, Facebook, 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

Software Engineering Intern on Developer Infrastructure, Ooyala, 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

TBP Engineering Tutor, UCLA, CA
- Tutoring both CS and other engineering classes with honor society Tau Beta Pi
- 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
- Features: ads, in-app purchases, online + offline multiplayer, and 40 distinct single player levels
- Since the game's launch in April 2014, has 2,000+ downloads with a 4.2 out of 5 stars
- marktai.com/curveball

EDUCATION

Sept 2014- Jun 2018

University of California, Los Angeles: Computer Science
- GPA: 3.8/4.0 cum laude, active member of Tau Beta Pi and Upsilon Pi Epsilon

LINKS

WEBSITE | marktai.com

GITHUB | github.com/marktai