# **Matthew Do**

Code github.com/minhnhdo

Email m@minhdo.org

# Work Experience

Viki Inc. (viki.com) - DevOps Engineer

May 2016 - June 2017

- Developed a development environment (codenamed nDev) capable of running the whole Viki infrastructure on one machine, based on Docker in Docker and PPTP for VPN
- · Maintained uptime of all Viki infrastructure

#### Leadbook Pte Ltd (leadbook.com) - Software Engineer

Jun 2015 - Apr 2016

- · Simplified codebase by removing overdesigned and redundant subsystems
- · Implemented optimizations
- Reduced page load time for list view of data by 4 times by not rendering redundant data
- Reduced request serving time for bulk operations by 100 times by using bulk update and partial record/document update APIs

#### Viki Inc. (viki.com) - Platform Engineer

Jun 2014 - May 2015

- Containerized services for speedy recovery measures, easy deployment and better security (brought down deployment time from 20 minutes to 5 minutes)
- Worked with Amazon S3, Redis, RabbitMQ, PostgreSQL, Ruby and CoffeeScript to deliver high
  performance backend API for hosting celebrities information on Viki in order to increase viewer
  engagement (see viki.com/celebrities for an example)
- Maintained and improved uptime of <u>api.viki.io</u>, the backend API for Viki products (website, iOS, Android, Samsung TV clients, etc.) and third party clients (<u>wuaki.tv</u>, <u>tempo.co</u>, <u>myasiantv.com</u>, etc.)
- · Developed integration testing tool for multi-service black box testing

#### **Leadbook Pte Ltd** (<u>leadbook.com</u>) – Software Engineer Intern

**Jun 2013 – Aug 2013** 

- Installed and maintained the company's servers on EC2 instances
- Developed a data importer from CSV to MongoDB, achieving speed twice as fast as Pentaho's

#### **Ubisoft Singapore Pte Ltd (Assassin's Creed IV: Black Flag)**

Jul 2012 - Dec 2012

Intern Programmer

- Implemented internal tools to be used by level designers
- · Prototyped automatic camera system for the official game

# **Projects**

#### **PGo** – distributed system compiler for PlusCal model checking language

Oct 2017 - May 2019

- PlusCal is an model checking language based on TLA+ (lamport.azurewebsites.net/tla/pluscal.html)
- PlusCal specifications can be checked with TLC, part of the TLA+ toolbox
- · PGo translates PlusCal specifications to distributed Go programs

#### doco – documentation generation using static and dynamic analysis

Mar 2018

• doco generates, as code comments, pre- and post-conditions for Java methods using static analysis, dynamic analysis, and Rust

#### **Undergraduate Final Year Project**

Jan 2014 - May 2014

- Extended Micrium µC/OS-III, a real-time operating system for embedded devices
- Implemented Earliest Deadline First scheduler
- · Added recurrent tasks
- Implemented a deadlock avoiding synchronization primitive

#### status – extensible static site generator in Clojure

Dec 2013

Pipelined architecture with focus on extensibility

#### Mozilla's Rust compiler - open source contributor

Jul 2013 - Sep 2013

· Removed unnecessary misfeatures from the standard library

· Added signal handling support to the standard library

#### Pyscheme – Scheme interpreter in Python

Dec 2011

- Developed this in three days after reading The Little Schemer
- Demonstrated comprehension of concepts in functional programming

#### **Education**

### **University of British Columbia**

**Sep 2017 - May 2019** 

Master of Science (Computer Science)

- Teaching assistant
- Functional and Logic Programming: helped students learn to program in Prolog and Haskell
- Distributed Systems: helped students build distributed systems (most notably a blockchain implementation, as well as Raft and Paxos implementations), and built automated grader for assignments
- · Research assistant
- o PGo: a distributed system compiler from PlusCal to Go

#### **Nanyang Technological University**

Aug 2010 - May 2014

Bachelor of Engineering (Computer Science)

• Teaching assistant (developed lab manual materials)

#### **Initiatives**

Grokking Engineering (grokkingengineering.org) - Organizing Team

Oct 2014 - Sep 2017

Building a community of good software engineers in Vietnam

- Organized talks and coding challenges to help raise the bar for software engineers in Vietnam
- Experimented with new ways to deliver vision

#### NTU Open Source Society - Vice President

Aug 2012 – Apr 2014

- Organized workshops to spread technical knowledge to NTU student body
- · Promoted software development in NTU

### NTU Open Source Society – **Technical Director**

Sep 2011 - Aug 2012

- · Organized Software Freedom Day celebration in NTU
- Gave presentation on Ubuntu basics in Ubuntu Install-fest

## **Skills**

Programming Languages	Rust, Go, Ruby, CoffeeScript, JavaScript, Clojure, Python, C, C++, Java
Tools	vim, git, Redis, RabbitMQ, docker, fabric, linux