

MOU PAUL



I am passionate about large scale infrastructure and machine learning. I speak 3 languages and enjoy traveling the 🌍

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paul.mou.dev

Technical Skills

Language Python Golang Typescript/Javascript
Platform Kubernetes Bigquery Bigtable Node.js GRPC Chef Docker
Infra Kafka Consul Vault Druid Nginx Redis Solr Sqlite
Library Pytorch Rocksdb Electron React

Selected Projects

Training a Speaker Embedding from Scratch with Triplet Learning (6k+ views)
<https://go.mou.dev/triplet-embedding-learning>
Personal URL shortener written in Rust (deployed on go.mou.dev)
<https://go.mou.dev/short>

Professional Experiences

- Software Engineer @ Twitter, San Francisco 2018/06-Present
- Contributing to Twitter health as part of Smyte acquisition
- Software Engineer @ Smyte, San Francisco 2015/11-2018/06
- Core member of four engineers building and scaling Smyte's realtime anti-spam engine protecting hundreds of millions of users
 - Developed and maintained automation and monitoring solutions for a large kubernetes cluster with thousands of pods
 - Designed and maintained Smyte's first machine learning stack for image abuse detection
 - Collaborated with the team to deliver high impact work such as GDPR compliance and infrastructure costs reduction
- Software Engineer @ Inkling, San Francisco 2013/04-2015/05
- Designed, developed, and maintained video encoding pipeline with akka in Scala for publishing HTML5 content to mobile and epub
- Software Engineer Intern @ Amazon, Seattle 2012/05-2012/09
- Designed and implemented a time-based resource allocation system to optimize distributed system resource allocation for clients in Java
- Research Intern @ Nippon Koei, Tsukuba 2011/09-2011/12
- Built model for earthquake road damage analysis and analyzed satellite images for researching connections between landslide and vegetation

Educations

Udacity	Stanford University	University of Waterloo
Self-Driving Car Engineer I	Computer Science, Master	System Design, Bachelor
October 2017	Withdrew 2013	Class of 2013