

# MOU PAUL

👋 Distributed system engineer with a passion for large scale infrastructure and machine learning. I speak 3 languages and enjoy traveling the 🌍

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## Technical Skills

Language Python Golang Typescript/Javascript Rust  
Platform Kubernetes BigQuery BigTable Node.js GRPC Chef Docker  
Infra Kafka Consul Vault Clickhouse Nginx Redis Sqlite  
Library Pytorch Rocksdb Electron Next.js React

## Selected Projects

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

## Professional Experiences

Software Engineer @ Roblox, Seattle 2022/05-present

- Key technical contributor and advocate for schematization at Roblox, delivering over \$10 millions in annual savings on cloud costs
- Promoted DevOps best practices through code-based dashboard and alert generation, runbook documentation, capacity planning, and incident postmortems

Software Engineer @ Twitter, San Francisco 2018/06-2022/04

- Collaborated with multiple engineering functions to recreate and scale Smyte anti-spam infrastructure 10x after acquisition
- Led dataset migration to BigQuery within Twitter Health to accelerate cloud adoption across the org
- Led and designed a private data anonymizer system to improve private data handling for Twitter's anti-spam infrastructure

Software Engineer @ Smyte, San Francisco 2015/11-2018/06

- Core member of four engineers building and scaling Smyte's anti-spam engine protecting hundreds of millions of users
- Developed and maintained automation and monitoring for multiple kubernetes cluster with thousands of pods
- Led and designed Smyte's first machine learning stack for image abuse detection
- Contributed to high impact initiatives such as GDPR compliance and infrastructure costs reduction

Software Engineer @ Inkling, San Francisco 2013/04-2015/05

- Designed and developed a video encoding pipeline for mobile devices

## Educations

Udacity  
Self-Driving Car Engineer I  
Certificate

Stanford University  
Computer Science  
Master (withdrew)

University of Waterloo  
System Design  
Bachelor