Sang Wook Ahn

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I am an enthusiastic Software Engineer who brings technical expertise and a strong sense of project ownership. I enjoy working in small, dedicated teams that move quickly, find elegant solutions for challenging problems and ship smoothly.

Experience

Software Engineer *Magical Tome, Inc.* *2022 – 2024*

Tome is a sales intelligence platform that leverages LLMs to revolutionize how sales and marketing teams research and present opportunities for potential clients.

- Designed and implemented our credit system, where users could earn credits by referrals and use the credits for our LLM based features. This feature helped Tome become the fastest growing productivity tool in 2023.
- Blue/Green deployments of our application and databases, providing automatic rollbacks of bad deployments, and zero downtime upgrades and maintenance of the database.
- LLM observability, allowing us to root cause issues with backend APIs and prompt sequences.
- Maintain and improve the CI/CD system.
- Designed and implemented a job service to execute LangChain Runnables in an environment separate from our primary backend.
- Designed and implemented an ELT data pipeline (AWS) for model fine tuning.

Software Engineer *Google* *2006 – 2019*

Mobile Vision API provides ML models and APIs for Text Recognition, Object Tracking, Face Features and Barcode Scanning on iOS and Android devices. Our ML models and APIs were used in billions of devices globally.

- Designed and implemented a new deployment strategy, using Android Dynamic Apps. This work improved security and decoupled our release cycle from the release cycle of the Android Core Library. The model download success rate improved from 70 percent to over 90 percent.
- Responsible for designing and deploying new APIs and models on Android, as well as maintaining older APIs for backwards compatibility.

Niantic Labs was an autonomous unit within Google, Inc. I worked on internal tools and backend services for Ingress and Pokémon Go, augmented reality massively multiplayer mobile games.

- Rewrote the enqueueing of tracking events (e.g. game actions such as fire weapons) in task queues. Batching of tracking events reduced the number of tasks in queue by half, and subsequently reduced the number of necessary tracking backends by half.
- Designed and implemented intelligent location tracking of player location. Using in-game signals to adjust the location ping rates in real-time reduced server hits for location tracking by more than 50 percent.
- Key contributor to location services, and in-game inter-player communication panel, includ-

ing UI and background processing of messages.

Technologies

Languages: TypeScript, Swift, Python, C++, C, Java, Objective-C, Golang, JavaScript

Technologies: NodeJS, ReactJS, iOS Development, AWS, GCP

Education

Northwestern University *BS in Mechanical Engineering* *Evanston, Illinois*

Coursework: Linear Systems and Control Theory