







# Nelson Liang

 [github.com/nlcsdev](https://github.com/nlcsdev)  [nlcsdev.github.io](https://nlcsdev.github.io)  [linkedin.com/in/nlcsdev](https://linkedin.com/in/nlcsdev)  
 [nelson.liang@torontomu.ca](mailto:nelson.liang@torontomu.ca)  +(1) 647-309-5383  ON, Canada

## Professional Experience

---

### Junior Site Reliability Engineer

Verto Health | Sep 2022 - Present

- Reduce development infrastructure cost by over \$350K with optional scheduled shutdowns, Slack integration, and security redundancy.
- Reduce product build times by over 60% via custom caching logic in CI pipelines.
- Review, design, and implement early iterations of our SIEM data ingestion pipeline.
- Create and deploy custom tooling and infrastructure to ingest and monitor security data.
- Work with Azure cloud resources, such as AKS, ACR, Logic App, and Storage Account, etc.
- Administrate, deploy, monitor, and migrate Kubernetes resources and databases.
- Configure network settings such as DNS records, Subnets, Firewalls, and Private Endpoints, etc.
- Create cronjobs and services on virtual machines to monitor service uptimes.
- Deploy third-party data visualization software and seamlessly integrate them into existing products as embedded dashboards.
- Develop applications from third-party APIs to improve internal infrastructure.

### Full Stack Software Engineer Intern

Penfield AI | May 2022 - Sep 2022

- Develop new frontend components and features in our product dashboard for our clients.
- Implement backend Web API to query data for product frontend and other services.
- Work in an Agile software development cycle. Participate in scrums, sprints, and releases.
- Documenting repositories for team members on how to deploy and use a code repository.

### Developer

Sticky Rice Games | Jan 2017 - Jun 2020

- Integrate Google Play and Steam SDK features to the end product.
- Perform quality assurance testing before product releases.

## Education

---

### Bachelor of Science, Computer Science

Toronto Metropolitan University | 2020 - 2025

### Bachelor of Game Design

Sheridan College | 2014 - 2018

## Technology

---

HTML, CSS, JS   React, Svelte, Vue   Elasticsearch, MongoDB, SQL, Redis   Superset  
Express, Flask, Fast API   Rails   Ruby   Python   Grafana, Prometheus   Git   K6  
Azure   AWS   Docker   Kubernetes   Kured   Helm   Kafka   Terraform  
Github Actions   Argo CD   Trivy, Sonarqube   Jira, Zendesk, Slack APIs   Cloudflare