Nelson Liang

github.com/nlcsdev molcsdev.github.io in linkedin.com/in/nlcsdev

Professional Experience

Junior Site Reliability Engineer Intern

Verto Health | Sep 2022 - Present

- Review, design, implement and deploy an Elasticsearch SIEM ingestion pipeline. The pipeline utilizes Azure Event Hub as a Kafka data stream, Event Grid as the Kafka message producer, Storage Account and Avro for archiving and reprocessing, and a Ruby app as a stateless Kafka consumer.
- Setup, configure, and integrate Opensearch clusters, dashboard, and authentication for our client facing app. Creating a seamless and user friendly passwordless login experience for our clients to view their data from our app.
- Create Kubernetes manifest with Ansible playbook, Helm chart, or from scratch.
- Deploy and monitor relevant Kubernetes resources for applications, such as deployment, pod, volume, service, ingress, ingress controller, job, and cronjob, etc.

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 guery data for product frontend and other services.
- · Work in an Agile software development cycle. Participate in daily scrums, weekly sprints, and releases.
- Documenting repositories for team members on how to deploy and use a code repository.
- · Containerize applications and configure Helm chart to run cronjobs on Kubernetes cluster.

Developer

Sticky Rice Games | Jan 2017 - Jun 2022

- Integrate platform specific features to the end product.
- Perform quality assurance testing before product releases.

Education

Bachelor of Science, Computer Science

Toronto Metropolitan University | 2020 - Present

Bachelor of Game Design

Sheridan College | 2014 - 2018

Languages & Packages

HTML, CSS, JS, TS) (React, Svelte, Vue)

Ruby (Rails) (Express, Fast API, Sinatra

Python Java C# Helm, Ansible

Relevant Technologies

Git Elasticsearch, Opensearch Kafka

Azure AWS MongoDB Postgres

Docker) (Kubernetes) (WebRTC)