

# Andrew Wei

## Software Engineer

📍 Seattle, WA  
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### Programming Languages

– Python	6yr
– Java	5yr
– Rust, C/C++, Go	1yr
– Java/TypeScript	6mo
– C#	3mo

### Hardware Description Lang.

– System Verilog	1yr
– Verilog	3mo

### Technologies/Frameworks

MySQL, SQL++, PostgreSQL, BigQuery, Spark, Datalog, PyTorch, Pandas, AWS, Unity, CUDA, Elasticsearch, Logstash, Kibana, Flask, Kafka, Zookeeper, Selenium, BeautifulSoup4, HTML/CSS, Android Studio, Protobufs, DataDog, GitLab CI, Tilt, GitHub Actions

### VC & Deployment Tools

git, Docker, Kubernetes

### Hardware

FPGAs, soldering

### Operating Systems

Linux, MacOS, Windows

### Other Languages

English – Proficient  
Chinese – Basic  
ASL – Basic

### Interests

– Distributed Systems  
– Deep/Machine Learning  
– Algorithms  
– Tech for Good

### Hobbies

food, volunteering, reading, learning, teaching, gyming

## Experience 🚀

🔗 Sunrun, *AI&ML - Automation Team* 🔧

Seattle, WA

☀ Staff Software Engineer 📅

01/2024 - present

- Working with internal business stakeholders to scope out and build out projects to automate previously manual processes and adapt code to changing business requirements
- Write and review Python/TypeScript code for services that interacted with various OCR engines, OpenAI, Salesforce CRM, and Snowflake
- Refactored projects and proposed process changes to make the code more testable, easier to debug, and to allow us to reproduce errors encountered in production

🔗 OctoML, *Platform/Cloud* ☁

Seattle, WA

😎 Senior Software Engineer 🏖 *Model Hosting Service* 04/2023 - 01/2024

- Helped set up local dev environments for services with Tilt; Improved dev QoL by making local env builds faster for faster iteration
- Write and review Go/Python code and Kubernetes configs for services; Discuss product requirements to clarify intent to design, propose, and implement product features/services; Debug things that Go wrong
- Worked with auth, billing, and telemetry service providers and integrated those services into the platform

🙏 Software Engineer ✅ *Model Acceleration Service* 10/2021 - 04/2023

- Designed, wrote, reviewed, and shipped Rust, Python, Protobufs, SQL, and Kubernetes configs for internal use and cost analysis
- Wrote code to integrate, test, and internally validate the tuning results of different machine learning models and frameworks
- Wrote documentation for tutorials and new features

🟦 Microsoft, *Office of the Chief Economist*

Seattle, WA

🔗 Research Intern 🎮 *Data Eng. for Xbox Fin. & Mktg* 06/2021 - 09/2021

- Develop SSIS data pipeline to crosswalk Xbox Game Pass product usage, cost, and revenue data coming from multiple teams
- Integrating SQL Server data and PowerAutomate flows in a PowerApp dashboard to assist in evaluating game title performance

🏛 Paul G. Allen School of Computer Science & Engineering Seattle, WA

📖 Graduate Teaching Assistant 🎲 03/2018 - 06/2021

- Led sections of ~25 students and held office hours, teaching ideas and concepts in Distributed Systems, Machine Learning (for Big Data), Databases, Statistics for CS, and Intro to Data Science courses
- 4.6/5.0 average section rating

## Education 🏠

🏛 University of Washington, Seattle

2017 - 2021

📖 MS in Computer Science & Engineering - 3.92 GPA

06/2021

📖 BS in Computer Engineering - Cum Laude, Dean's List

06/2019

## Awards 🏆

Bob Bandes Teaching Award 2021

Dubhacks – Accessible Design Winner 2017

President's Volunteer Service Award - Gold 2016