Andrew Wei
Software Engineer

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Programming Languages

- Python, Java   4yr
- Rust, C/C++   1yr
- C#, JavaScript,   3mo
  TypeScript

Hardware Description Lang.

- System Verilog   1yr
- Verilog   3mo

Technology/Frameworks

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

VC & Deployment Tools

git, Docker, Kubernetes

Hardware

FPGA, soldering

Operating Systems

Windows, Linux, MacOS

Other Languages

English – Proficient
Chinese – Basic
ASL   – Basic

Interests

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

Hobbies

food, volunteering, reading, learning, teaching

Experience

OctoML
Seattle, WA   10/2021 – present
Software Engineer – *Platform (Acceleration and Deployment)*
- Collaborated with others to design, write, and ship Rust, Python, Protobufs, SQL, and YAML to support SaaS product features and tools for internal analysis
- Wrote code to support integrating and testing different machine learning models and frameworks to the SaaS platform
- Set up some VSCode .devcontainers to support internal dev work
- A lot of misc. things tbh

Microsoft
Seattle, WA   06/2021 – 09/2021
Research Intern – *Data Engineering for Xbox Finance & Marketing*
- Develop SSIS data pipeline to crosswalk Xbox Game Pass product usage, cost, and revenue data coming from different teams
- Integrating SQL Server data and PowerAutomate flows in a PowerApp dashboard to assist in evaluating title performance

Paul G. Allen School of Computer Science & Engineering
Seattle, WA   03/2018 – 06/2021
Graduate Teaching Assistant
- Led sections of ~30 students and taught concepts within Distributed Systems, Machine Learning (for Big Data), Statistics for CS, Databases, and Intro to Data Science courses
- 4.6/5.0 average section rating

Amazon
Seattle, WA   06/2020 – 09/2020
SDE Intern – *Improved Search Experience*
- Improved and added features to a promotions management tool using Java, TypeScript and React Redux
- Investigated search latency issues, fix lowered latency from ~45s to ~2s and reduced search payload size by 4–10000x

Letron Entertainment Tech
Kaohsiung, Taiwan   06/2019 – 09/2019
Intern – *Website health monitoring*
- Implemented monitoring agent for RTMP using Kafka, Zookeeper, Docker, Elasticsearch, Logstash, and Kibana
- Created an API to remotely access networking tools using Flask

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

Projects

VR Capstone: ChatAssist – Unity, C#, Amazon Transcribe
An Augmented Reality app on the MagicLeap that transcribes and translates speech in real time for those who are hard of hearing or new to a language

Awards

Bob Bandes Teaching Award	2021
Dubhacks 2017 – Accessible Design Winner	2017
President's Volunteer Service Award – Gold	2016