Andrew Wei
Software Engineer

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Programming Languages
- Python, Java   5yr
- Rust, C/C++   1yr
- C#, Javascript,   3mo
  TypeScript

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

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 integrate, test, and internally validate different machine learning models and frameworks
- Wrote documentation for tutorials and new features

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