

# Andrew Wei

## Software Engineer

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### 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

### Teaching

- » **TEALS** **Remote - Seattle, WA**
- > **Volunteer Teacher/TA** 09/2022 – present
  - Taught high school students python using the CMU CS Academy platform that python using a graphics-based framework
- » **Paul G. Allen School of Computer Science and Engineering** **Seattle, WA**
- > **Graduate Teaching Assistant** 09/2019 – 06/2021
  - **Classes:** Distributed Systems, Machine Learning, Machine Learning for Big Data
  - Hosted ~3+ office hours every week + graded projects
  - 4.6/5 average section rating
- > **Teaching Assistant** 03/2018 – 06/2019
  - **Classes:** Statistics for CS, Databases, Intro to Data Science
  - Helped update projects to use git to teach undergraduate CS students about version control

### Experience

- » **Sunrun - AI&ML - Automation Team** **Seattle, WA**
- > **Staff Software Engineer** 01/2024 – present
  - Working with stakeholders to scope and execute on high-impact projects to build out internal platforms/tools that result in **millions of dollars of savings per year** through time saved
  - Managed team resources like permissions, onboarding docs, and service quota requests
  - Helped troubleshoot/guide team members to resolutions when they ran into issues with AWS; CloudFormation; various distributed, microservice interactions
  - Worked on a lot of 0->1 work and refactored existing services to make them easier to run, test, and debug - making it easier to reproduce and fix errors encountered in production
- » **OctoML - Platform/Cloud** **Seattle, WA**
- > **Sr. Software Engineer - Model Hosting Service** 04/2023 – 01/2024
  - Set up local dev environments for services with Tilt; Improved dev QoL by making local env builds faster for faster iteration
  - Wrote and reviewed Go/Python code and Kubernetes configs for services; Discussed product requirements to inform the design and implementation of new product features and services; Fix things that Go wrong
  - Integrated third-party auth, billing, and telemetry service providers into the platform
- > **Software Engineer - Model Acceleration Service** 10/2021 – 04/2023
  - Wrote and reviewed code for the platform using Rust, Python, Protobufs, SQL, and Kubernetes
  - Wrote code to integrate, test, and 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. 06/2021 - 09/2021
- Developed SSIS data pipeline to crosswalk Xbox Game Pass product usage, cost, and revenue data coming from multiple teams
- Integrated SQL Server and PowerAutomate flows in a PowerApp to evaluate title performance
- » **Amazon** - Amazon Devices **Seattle, WA**
- > **SDE Intern** - Improved Search Experience 06/2020 - 09/2020
- Improved a promotions management tool built using Java, TypeScript and React Redux
- Lowered search latency from ~45s to ~2s by reducing search payload size by 4-10000x
- » **LeTron Entertainment Tech** **Kaohsiung, Taiwan**
- > **Intern** - Website Health Monitoring 06/2019 - 09/2019
- Created a monitoring agent for RTMP using Kafka, Zookeeper, Docker, Elasticsearch, Logstash, and Kibana
- Defined and created APIs for remotely access networking tools using Flask

## **Awards**

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

## **Programming Languages**

[7yr] Python  
 [5yr] Java  
 [1yr] Rust, C/C++, Go, JavaScript/TypeScript  
 [3mo] C#  
 [1mo] Kotlin

## **Other Languages**

English - Proficient  
 Chinese - Basic  
 ASL - Basic