

Andrew Wei

Software Engineer

📍 Seattle, WA
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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

