Andrew Wei Software Engineer

♀ Seattle, WA

206-850-7878

in linkedin.com/in/nowei

• github.com/nowei

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

<u>Hobbies</u>

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 <u>Python/TypeScript</u> code for services that interacted with various OCR <u>engines</u>, <u>OpenAI</u>, <u>Salesforce CRM</u>, and <u>Snowflake</u>
- 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 <u>Tilt</u>; Improved dev QoL by making local env builds faster for faster iteration
- Write and review <u>Go/Python</u> code and <u>Kubernetes</u> configs for services;
 Discuss product requirements to clarify intent to design, propose,
 and implement product features/services;
 Debug things that <u>Go</u> 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 <u>Rust</u>, <u>Python</u>, <u>Protobufs</u>, <u>SQL</u>, and <u>Kubernetes</u> 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 <u>SSIS</u> data pipeline to crosswalk Xbox Game Pass product usage, cost, and revenue data coming from multiple teams
- Integrating <u>SQL Server</u> data and <u>PowerAutomate</u> flows in a <u>PowerApp</u> dashboard to assist in evaluating game title performance
- w Paul G. Allen School of Computer Science & Engineering
- Graduate Teaching Assistant (3)

03/2018 - 06/2021

Seattle, WA

- 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 🎓

w 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