

Andrew Wei

Software Engineer

📍 Seattle, WA
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Programming Languages

– Python, Java 5yr
– Rust, C/C++ 1yr
– Go, Javascript 6mo
– C#, TypeScript 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

Hobbies

food, volunteering, reading,
learning, teaching

Experience 🚀

🔗 OctoML, Platform/Cloud ☁

Seattle, WA

😄 Senior Software Engineer 🏖 Model Hosting Service 04/2023 - present

- Helped set up local dev environments for services with Tilt; Improved dev QoL by making local env builds faster for faster iteration
- Write and review Go/Python code and Kubernetes configs for services; Discuss product requirements to clarify intent to design, propose, and implement product features/services; Debug things that Go 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 Rust, Python, Protobufs, SQL, and Kubernetes 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 SSIS data pipeline to crosswalk Xbox Game Pass product usage, cost, and revenue data coming from multiple teams
- Integrating SQL Server data and PowerAutomate flows in a PowerApp dashboard to assist in evaluating game title performance

🎓 Paul G. Allen School of Computer Science & Engineering Seattle, WA

📖 Graduate Teaching Assistant 🏠 03/2018 - 06/2021

- 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

📄 Amazon, Amazon Devices

Seattle, WA

👤 SDE Intern 🔍 Improved Search Experience 06/2020 - 09/2020

- Improved and added features to a promotions management tool using Java, TypeScript and React Redux
- Investigated search latency issues, the fix lowered 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

- Implemented a monitoring agent for RTMP using Kafka, Zookeeper, Docker, Elasticsearch, Logstash, and Kibana
- Created APIs 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

Awards 🏆

Bob Bandes Teaching Award

2021

Dubhacks 2017 - Accessible Design Winner

2017

President's Volunteer Service Award - Gold

2016