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 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 Python/TypeScript code for services that interacted with various OCR engines, OpenAI, Salesforce CRM, and Snowflake
— 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 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.   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

» **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

Awards

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

Programming Languages

– [6yr] Python
– [5yr] Java
– [1yr] Rust, C/C++, Go
– [6mo] Java/TypeScript
– [3mo] C#

Other Languages

English — Proficient
Chinese — Basic
ASL   — Basic