Andrew Wei Software Engineer

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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 <u>AWS</u>;
 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 $\underline{\text{Tilt}}$; Improved dev QoL by making local env builds faster for faster iteration
- Wrote and reviewed <u>Go/Python</u> code and <u>Kubernetes</u> configs for services; Discussed product requirements to inform the design and implementation of new product features and services; Fix things that <u>Go</u> 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
- » Paul G. Allen School of Computer Science & Eng.

Seattle, WA

> Graduate Teaching Assistant

03/2018 - 06/2021

- Led sections of ~25 students and held office hours for courses like Distributed Systems,
 Machine Learning (for Big Data), Databases, Statistics for CS, and Data Science
- 4.6/5.0 average section rating

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 — 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

Hardware Description Lang.

[1yr] System Verilog

[3mo] Verilog

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, OpenAPI, 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 new things, teaching, going to the gym