

Andrew Wei

Software Engineer

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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