

# Andrew Wei

## Software Engineer

📍 Seattle, WA  
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### 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

## Experience

 Sunrun – *AI&ML 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 AWS; 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 Tilt; Improved dev QoL by making local env builds faster for faster iteration
- Wrote and reviewed Go/Python code and Kubernetes configs for services; Discussed product requirements to inform the design and implementation of new product features and services; Fix things that Go 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