

Andrew Wei

Software Engineer

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Experience

- » **Sunrun** - AI&ML - Automation Team **Seattle, WA**
 - > **Staff Software Engineer** 01/2024 – present
 - Working with business and technology stakeholders to scope out work for and execute on high-impact, 0->1 projects to build out internal platforms/tools/automations to increase efficiency
 - Mentored team members, providing guidance to troubleshoot and resolve issues related to deployments; builds; and various distributed, microservice interactions
 - Developed inventory management software to generate and manage the bill of materials for solar installations, reducing incorrect assignments and truck rolls for installations
 - Promoted more maintainable, reliable, and sustainable development practices to make it easier to reproduce and fix bugs
- » **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

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