

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 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