

# Andrew Wei

## Software Engineer

📍 Seattle, WA  
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### Programming Languages

- Python, Java 5yr  
- Rust, C/C++ 1yr  
- 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

### VC & Deployment Tools

git, Docker, Kubernetes

### Hardware

FPGA, soldering

### Operating Systems

Windows, Linux, MacOS

### 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

Seattle, WA

10/2021 - present

**Software Engineer** - Platform (Acceleration and Deployment)

- Collaborated with others to design, write, and ship Rust, Python, Protobufs, SQL, and YAML to support SaaS product features and tools for internal analysis
- Wrote code to integrate, test, and internally validate different machine learning models and frameworks
- Wrote documentation for tutorials and new features

### 📄 Microsoft

Seattle, WA

06/2021 - 09/2021

**Research Intern** - Data Engineering for Xbox Finance & Marketing

- Develop SSIS data pipeline to crosswalk Xbox Game Pass product usage, cost, and revenue data coming from different teams
- Integrating SQL Server data and PowerAutomate flows in a PowerApp dashboard to assist in evaluating title performance

### 📄 Paul G. Allen School of Computer Science & Engineering

Seattle, WA

03/2018 - 06/2021

**Graduate Teaching Assistant**

- Led sections of ~30 students and taught concepts within Distributed Systems, Machine Learning (for Big Data), Statistics for CS, Databases, and Intro to Data Science courses
- 4.6/5.0 average section rating

### 📄 Amazon

Seattle, WA

06/2020 - 09/2020

**SDE Intern** - Improved Search Experience

- Improved and added features to a promotions management tool using Java, TypeScript and React Redux
- Investigated search latency issues, fix lowered latency from ~45s to ~2s and reduced search payload size by 4-10000x

**Letron Entertainment Tech**

Kaohsiung, Taiwan

06/2019 - 09/2019

**Intern** - Website health monitoring

- Implemented monitoring agent for RTMP using Kafka, Zookeeper, Docker, Elasticsearch, Logstash, and Kibana
- Created an API 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

## Projects

**VR Capstone: ChatAssist** - Unity, C#, Amazon Transcribe

An Augmented Reality app on the MagicLeap that transcribes and translates speech in real time for those who are hard of hearing or new to a language

## Awards

Bob Bandes Teaching Award

2021

Dubhacks 2017 - Accessible Design Winner

2017

President's Volunteer Service Award - Gold

2016