

# Andrew Wei

## Software Engineer

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## 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 Bades 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

### **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

### **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