

Andrew Wei

Software Engineer

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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

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