

# Andrew Wei

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## Programming Languages

- Python, 3yr
- Java, 4yr
- C/C++, 1yr
- C#, 3mo
- JavaScript, 3mo
- TypeScript, 3mo

## Hardware Description Lang.

- System Verilog, 1yr
- Verilog, 3mo

## Technology/Frameworks

git, SQL, Docker,  
Android Studio, PyTorch,  
Pandas, React Redux,  
Unity, Datalog,  
Elasticsearch, Logstash,  
Kibana, Flask, Kafka,  
Zookeeper, Selenium,  
BeautifulSoup4, Spark,  
SolidWorks, HTML/CSS, d3,  
Kubernetes, AWS

## Hardware

FPGA, soldering

## Operating Systems

Windows, Linux, MacOS

## Human Languages

English - Proficient  
Chinese - Basic  
ASL - Basic

## Interests

- Distributed Systems
- Deep/Machine Learning
- Algorithms
- Tech for Good

## Hobbies

Food, volunteering,  
reading, writing,  
learning, teaching

## Goal

Looking for an entry-level Engineering job to make an impact and become a better developer

## Education

**W 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

## Experience

**Microsoft** 06/2021 - 09/2021  
**Seattle, WA**  
**Research Intern - Data Engineering for Xbox**

- Develop scheduled SSIS data pipeline and PowerApp dashboard to crosswalk Xbox Game Pass product, cost, and revenue data existing across numerous teams to evaluate title performance

**W Paul G. Allen School of Computer Science & Engineering** 03/2018 - 06/2021  
**Seattle, WA**  
**Teaching Assistant**

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

**a Amazon** 06/2020 - 09/2020  
**Seattle, WA**  
**SDE Intern - Improved Search Experience**

- Improved and added features to a promotions management tool using 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** 06/2019 - 09/2019  
**Kaohsiung, Taiwan**  
**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

## 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

**Stockbot** - Selenium, BeautifulSoup4, PyTorch  
Created a Twitter scraper to scrape 2m+ tweets related to companies over the last 10 years, which were used in a sentiment analysis model paired with historical stock prices for stock price prediction

**Service Mesh Overhead Measurement** - Kubernetes, Istio  
Investigated performance, network, and memory overhead of service meshes on different microservice architectures by using metrics from Prometheus and network packet inspection locally and on AWS EKS

## Awards

Bob Bandes Teaching Award 2021  
Dubhacks 2017 - Accessible Design Winner 2017  
President's Volunteer Service Award - Gold 2016