Andrew Wei Software Engineer

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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

Teaching

» **TEALS**   **Remote - Seattle, WA**
> **Volunteer Teacher/TA**   09/2022 — present
— Taught high school students python using the CMU CS Academy platform that python using a graphics-based framework

» **Paul G. Allen School of Computer Science and Engineering**   **Seattle, WA**
> **Graduate Teaching Assistant**   09/2019 — 06/2021
— **Classes**: Distributed Systems, Machine Learning, Machine Learning for Big Data
— Hosted ~3+ office hours every week + graded projects
— 4.6/5 average section rating

> **Teaching Assistant**   03/2018 — 06/2019
— **Classes**: Statistics for CS, Databases, Intro to Data Science
— Helped update projects to use git to teach undergraduate CS students about version control

Experience

» **Sunrun** – AI&ML - Automation Team   **Seattle, WA**
> **Staff Software Engineer**   01/2024 — present
— Working with business and technology stakeholders to scope and execute on high-impact, 0->1 projects to build out internal platforms/tools to increase worker efficiency
— Managed team resources, onboarding docs, and
— 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

» **Microsoft** – Office of the Chief Economist   **Seattle, WA**
> **Research Intern** – Data Eng. for Xbox Fin.   06/2021 — 09/2021
– Developed <u>SSIS</u> data pipeline to crosswalk Xbox Game Pass product usage, cost, and revenue data coming from multiple teams
– Integrated <u>SQL Server</u> and <u>PowerAutomate</u> flows in a <u>PowerApp</u> to evaluate title performance

» **Amazon** – Amazon Devices   **Seattle, WA**
> **SDE Intern** – Improved Search Experience   06/2020 — 09/2020
– Improved a promotions management tool built using <u>Java</u>, <u>TypeScript</u> and <u>React Redux</u>
– Lowered search latency from ~45s to ~2s by reducing search payload size by 4-10000x

» **LeTron Entertainment Tech**   **Kaohsiung, Taiwan**
> **Intern** – Website Health Monitoring   06/2019 — 09/2019
– Created a monitoring agent for RTMP using <u>Kafka</u>, <u>Zookeeper</u>, <u>Docker</u>, <u>Elasticsearch</u>, <u>Logstash</u>, and <u>Kibana</u>
– Defined and created APIs for remotely access networking tools using <u>Flask</u>

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

Other Languages

English — Proficient
Chinese — Basic
ASL   — Basic