Oliver Ni

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EDUCATION

University of California, Berkeley

Electrical Engineering and Computer Sciences, B.S.

Mathematics, B.A.

Grade: 4.0/4.0
* currently taking course

Expected Graduation: May 2026

 $\textbf{Relevant Coursework:} \ Data \ Structures \cdot Operating \ Systems \cdot Computer \ Architecture \cdot Graphics \cdot Computer \ Security \cdot Programming \ Languages \ and \ Compilers \cdot Internet \ Architecture \cdot Linear \ Algebra \cdot Abstract \ Algebra \cdot Real \ Analysis \cdot Category \ Theory \cdot Logic^*$

EXPERIENCE

Pokétwo Creator, Lead Developer

May 2020 - Present

- Created Pokémon-themed game chatbot enabling 5 million users across 1 million communities to connect online.
- Managed distributed Linux server cluster handling 10,000+ requests per second with Kubernetes, RabbitMQ, gRPC, and Redis.
- Optimized MongoDB database to efficiently accommodate complex queries across 1.7 billion documents.

Jane Street Software Engineering Intern

May - August 2024

- Added feature to firm-wide statistical analysis service and its downstream clients, unlocking new trade opportunities.
- Designed and built readiness monitoring and rolling updates for infrastructure management system powering 10,000+ machines.

Apple Hardware Technology Intern

June – August 2023

- Accelerated wireless simulation workflow by building unified internal platform for data processing and visualization.
- Designed and implemented specialized query language using parsing expression grammars and executed them in ClickHouse.

Open Computing Facility Site Manager

July 2023 – Present

- Administered Linux infrastructure serving petabytes of data annually for 80,000+ students and faculty as technical lead.
- Architected and built new bare-metal Kubernetes infrastructure, directing migration of 40+ services from legacy systems.
- Built 30+ new desktop computers running NixOS-based declarative system configuration, replacing legacy Puppet systems.

CS 162: Operating Systems Undergraduate Course Staff 1

January – May 2024

• Taught 400+ students operating systems concepts (processes and isolation, threading, virtual memory, file systems, distributed) through hosting office hours, review sessions, and answering online discussion board questions as course tutor.

Projects

ContestDojo TypeScript · React · Next.js · Remix · Firebase

February 2021 – Present

- Built online math competition platform hosting over 11,000+ students in the Stanford and Berkeley Math Tournaments.
- Designed atomic grading system enabling 1,000+ tests to be graded in parallel within 20 minutes, reducing manpower by 95%.

Lynbrook Mobile App Python · Django · PostgreSQL · TypeScript · React Native

September 2019 – June 2022

- Developed cross-platform iOS and Android app enabling 1,400+ students to keep up with news from the school and their clubs.
- Automated attendance tracking for 20+ clubs, unifying dozens of Google forms and eliminating hours of manual work per week.

TECHNICAL SKILLS

Programming Languages: Python · JavaScript · TypeScript · Rust · Elixir/OTP · C · Java · SQL

Infrastructure and Tools: Docker \cdot Kubernetes \cdot Nix \cdot NixOS \cdot Ansible \cdot IiTEX \cdot Typst \cdot Linux \cdot Git \cdot GitHub Actions

 $\textbf{Web Frameworks:} \ React \cdot React \ Native \cdot Next.js \cdot Remix \cdot Svelte \cdot SvelteKit \cdot Vue.js \cdot Django \cdot Flask \cdot Starlette \cdot Phoenix$

 $\textbf{Other Technologies:} \ NumPy \cdot PyTorch \cdot Pandas \cdot gRPC \cdot PostgreSQL \cdot MongoDB \cdot Redis \cdot Prometheus \cdot Grafana$

Honors & Awards

USA Computing Olympiad, Platinum Contestant

Top ~500 pre-college students in US (2022)

Advent of Code, Global Rank 17

 $17/225,000+(2023) \cdot 29/250,000+(2022) \cdot 34/175,000+(2020)$

Eagle Scout Developed extensive leadership and planning skills through my 8-year scouting journey.