

Perry Chien

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EDUCATION

University of Washington

B.S. Computer Science, GPA: 3.8

Seattle, WA

Sep 2022 – Jun 2026

Coursework: Data Structures, Systems Programming, Distributed Systems, Operating Systems, Machine Learning, Machine Learning Systems, Computer Security, Data Management, Probability Theory

EXPERIENCE

Tesla

Nov 2025 – Mar 2026 (expected)

Incoming Software Engineer Intern

Fremont, CA

- Developing scalable Kubernetes infrastructure and AI agents (Go, LangChain) for a next-gen communications platform supporting high-availability messaging and media across Tesla's vehicle, energy, and insurance products.

Meta

June 2025 – Sep 2025

Production Engineer Intern (MLH Fellow)

Remote

- Built and deployed an open-source personal site on DigitalOcean with AstroJS and Docker Compose, maintaining 99% uptime and ensuring automated, version-controlled rollouts via GitHub Actions.
- Engineered a containerized deployment pipeline (Docker, NGINX, CI/CD, systemd) as part of Meta's SRE curriculum, reducing manual update overhead by 50%.
- Instrumented server monitoring with Prometheus and Grafana, improving observability and reducing debugging time during deployment failures.

Delta Electronics

May 2025 – Aug 2025

Software Engineer Intern

Bothell, WA

- Engineered a modular firmware boilerplate to unify embedded engineering teams under Microsoft Azure's firmware security compliance framework, reducing monthly client complaint tickets by 70%.
- Prototyped a Python API library for Tektronix oscilloscopes to automate PSU hardware testing and compliance workflows, enabling faster QA and cooling system validation.
- Liaised between Microsoft Azure's hardware leads and Delta firmware teams to support PSU firmware integration, network configuration, and system upgrades to Schneider Electric's PME platform for datacenter deployment.

UW Computer Systems Lab

May 2025 – Present

Machine Learning Systems Researcher

Seattle, WA

- Researching programmable schedulers and domain-specific languages (DSLs) to support user-defined policies in ML data processing frameworks (Kubernetes, Spark, Ray), enabling hybrid centralized and distributed execution.
- Developed a modular simulation framework in Python with pipelined tmux execution and automated metric (e.g., latency, throughput) analysis, streamlining evaluation of scheduler performance under varying load conditions.

PROJECTS

Drone Controller, Husky Robotics | Python, Go, WebSockets, gRPC 🐍🐹

Jan 2023 – Present

- Led seven ECE/CS developers on edge-computing infrastructure for real-time drone telemetry and control.
- Built a gRPC and WebSocket server in Python to decouple indefinite telemetry from event-driven modules.
- Developed a Go-based ground client for reliable gRPC control and persistent high-frequency WebSocket telemetry, integrating MAVLink for communication between Raspberry Pi and flight controller.

SproutSynch | Python, Apache Airflow, Firebase, Next.js 🐍

Oct. 2024 – May 2025

- Worked with six developers on a plant-care MVP app, and built a dynamic DAG factory using Python, Apache Airflow, and Redis to orchestrate and automate Raspberry Pi plant-watering schedules and sync routines.

Distributed KV Store | Java, Lombok, Distributed Protocols 🐍

Jan. 2025 – Mar. 2025

- Designed and built a linearizable, sharded key-value store with multi-key transactions & dynamic load balancing.
- Implemented the Multi-Paxos and Two-Phase Commit protocols for fault-tolerant state replication, ensuring both system safety and liveness across sharded replica groups in a distributed environment.

TECHNICAL SKILLS

Languages: Python, C, Java, Go, C++, TypeScript, SQL, x86, Verilog

Tools: Kubernetes, Spark, Git, Github, Linux, Docker, AWS, GCP, Node, GDB, CMake, Flask, Airflow, Bash, CI/CD