

Mocy Sheng

Architect of Automata

Experience

Summary

A lava shadow as I
A black elf
with bright eyes

Contact

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Languages

English, Chinese
TypeScript & React ♥
Java & Android
Ruby & RoR
Python, LaTeX, C

Interests

Philosophy
Design
Build

2022 — Now **Narya.ai** — *Head of Engineering / Founding Engineer*

Palo Alto, CA

Narya AI is a blockchain security and testing company.

We build a no-code smart contract testing platform from scratch, allowing users to test any EVM based smart contracts interaction flows without writing any code.

Lead a team of 5, including full-stack engineers, ML engineers, and designers. Coordinate with the entire team to define the product and the roadmap.

Key product features:

- Support both deployed or local contracts, with full Solidity expression support. Allowing referencing between blocks, or even between tests.
- Support unit tests, *property tests* (smartly generated random inputs of the test), and even *fuzzing tests* (smartly generated random steps inside the test). Using in-house proprietary fuzzing engine to find bugs automatically.
- LLM based code suggestion to quickly create test flow with ease.
- For NFT projects, it could generate a full set of tests to cover all major parts of a NFT smart contract. Developers could define all tests in 10-30 minutes.

See <https://narya.ai/>.

2015 — 2022 **Google** — *Senior Software Engineer*

Mountain View, CA / Austin, TX

A primary developer and latter the tech lead of parental supervision on kids' Android devices. It serves millions of actively supervised Android devices. It's part of the FamilyLink project, which provides parental supervision of Google account in general. See <http://g.co/familylink>.

- Led a team of four for parental supervision features on Android devices. Maintained team priority and coordinate cross-team projects. Coached other team members to work inside the stack and support new supervision features on Android devices.
- Rewrote full kids supervision stack into Google Play Services. Established coding/testing design pattern. Developed core supervision features including TimeLimit (locks down the device with a custom screen), screen time usage limit, app management, version enforcement, permissions management, system settings management, find the device, etc. Maintained features to keep them up-to-date in a continually evolving environment.
- Defined APK release process that met Google Play Services requirements while kept flexibility. Setup logging and metrics pipeline. Added metrics covering all critical features allowing A/B testing. Defined experiments ramping policies and processes, and set up enforcements.
- Keep adopting new tools/frameworks/libraries to improve code quality, including Android Arch Component and Google Play Services new technologies. Work with the EngProd team to improve and maintain code and system health.

A project owner in Google Play Services which runs on 2B+ Android devices.

- Refactored Android Activity virtualization code to reduce long-term maintenance to work with new version of AndroidX. It affects all 100+ modules in Google Play Services. Using code generation to provide better maintainability.
- Work with multiple team across PAs to enable Kotlin in Google Play Services safely.

- 2014 Summer **Twitter Ads – Software Engineer Intern** San Francisco, CA
 Full stack with Ruby on Rails and Backbone.js.
 • Tweet Preview: Send promoted tweet previews to advertisers.
 • Performance profiling and speed up Campaign Form page by 7.03% in P99.
 • Refactored, clean up dead code and fix bugs.
- 2011 — 2013 **GitCafe – Full-stack Developer and System Administrator** Shanghai, China
 Full stack with Ruby on Rails, keep components in edge and maintain the system.
 • Design and implement support of Git over HTTPS, Wiki, Pages hosting with custom domains, Pull Request system, accounting servicem, Git hosting service, account management, etc.
 • Reduce the response time, improve robustness, and setup monitor system for all components.

Education

- 2013 — 2015 **Master** of Computer Science University of San Francisco
GPA: 3.95/4.0: Algorithms, Artificial Intelligence, Theory of Computation
- 2009 — 2013 **Bachelor** of Mechanical Design Shanghai Jiao Tong University
Director, Drama, Crosstalk, Movie

Toys

- Idid.Im **I did, therefore I am** JavaScript/React
 An app that helps to organize your life and to make it meaningful.
 Web: <https://idid.im>
- Monkey Tree **Fix phonetic names for Chinese contacts for sorting** Java/Android
 A 4.8/5 stars app on PlayStore. Users love it.
 Android: market://details?id=me.ranmocy.monkeytree
 Source: <https://github.com/ranmocy/MonkeyTree>
- SparkDriverLess **A driver-less version of mini Spark** Python
 Source: <https://github.com/ranmocy/SparkDriverLess>
- Web-Stub **Generates JSDoc and JavaScript stub from WebIDL** JavaScript
 For IDE auto-completion and type checking.
 Source: <https://github.com/ranmocy/web-stub>
- rCaltrain **A Caltrain scheduler** JavaScript/Android/iOS
 Web: <https://github.com/ranmocy/rCaltrain>
 Android: market://details?id=me.ranmocy.rcaltrain
- Guard-Rails **Watch on your Rails and restart it as needed with Guard** Ruby
 Maintainer: <https://github.com/ranmocy/guard-rails>

Awards

- 2008 **NOIP 2008** China Computer Federation
First Prize of National Olympiad in Informatics in Provinces
- 2007 **NOIP 2007** China Computer Federation
First Prize of National Olympiad in Informatics in Provinces
- 2006 **NOIP 2006** China Computer Federation
First Prize of National Olympiad in Informatics in Provinces