Ryan Jia-Ming Wong

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EDUCATION

University of California San Diego

Bachelor's of Science in Computer Science

Expected: Dec 2025

La Jolla, CA

Relevant Courses: Operating Systems, Advanced Data Structures & Algorithms, Computer Architecture & Assembly, Natural Language Processing, Network Applications, Discrete Math, Algorithm Design & Analysis, Linear Algebra

TECHNICAL SKILLS

- Languages: Go, C++, C#, Java, JavaScript, Python, TypeScript, Groovy, Bash, HTML, CSS, LC-3
- Tools/Technologies: AWS, Ansible, Docker, Kubernetes, Grafana, Git, GCP, Podman, SQL, ArgoCD, Jenkins, Prometheus, Linux, ASP.NET, Next.js, SSH, React.js, Terraform, Node.js, ChatGPT, Claude Code, Artifactory

EXPERIENCE

NVIDIA

June 2025 - Sep 2025

Santa Clara, CA (Hybrid)

Software Engineer Intern - AI Infrastructure

- Created a network monitoring probe using Go that captures and analyzes TCP/UDP traffic at set intervals, processing packet-level data using BPF filters on Kubernetes and Slurm GPU clusters, then logs metrics on Prometheus
- Modified a CGO library to capture upload/download packets/bytes and IPs/ports for each running process
- Implemented a comprehensive IP enrichment process that identifies the corresponding Autonomous Service Number (ASN), AWS Service, SLURM workflow, and destination region alongside multiple thread-safe caches
- Optimized architecture for concurrency using **Go routines** and mutexes for parallel IP lookups and DNS resolution
- Deployed probe via Kubernetes DaemonSet across Prod, Stage, and Dev, 8+ clusters, and 1000+ nodes
- Developed a Network Operations Center (NOC-style) Dashboard using Grafana featuring 20+ visualization panels including heatmaps, time series graphs, and alert status indicators

Jan 2024 - Sep 2024

Fremont, CA (Hybrid)

Software Engineer Intern - DevOps Build and Release Engineering

- Integrated legacy C# API with 1000+ lines into a modern API server, rewriting code to use interfaces and unit tests, preserving complete functionality, improving readability, modularity, and maintainability
- Automated disk cleanup of servers using **SSH** to securely check for capacity, seamlessly integrating the cleanup in the build and deploy process with **Groovy**, resulting in 80% fewer errors due to lack of disk space
- Retrofit Jenkins CI/CD pipelines from solely supporting C# applications to supporting Python applications as well
- Added additional build-steps using Groovy to securely push and pull Python containers to and from Artifactory
- Wrote a Jenkins job to automatically delete outdated Git branches, eliminating 100% of outdated branches
- Migrated 50+ apps across 100+ namespaces and 3 Kubernetes clusters, patching manifest YAMLs, Fully Qualified **Domain Names**, Varnish Cache configs, resulting in future scalability and reliability

Red Hat

Jun 2023 - Sep 2023

Partner Solutions Architect Intern - Telco Media and Edge

Raleigh, NC (Remote)

- Collaborated with Telco Engineering to create metric dashboards on OpenShift clusters, displaying CPU/RAM usage
- Leveraged Grafana alongside Prometheus to provide advanced logs and metrics for K8s clusters running vRAN
- ullet Simplified Global Telco Media Entertainment travel expense logging/recording, reduced data entry time by 75%
- Created Partner Ecosystem Solutions Architect Team page providing essential partner and architect information

CERTIFICATIONS

- AWS Certified Solutions Architect Associate
- Red Hat Certified Specialist in Containers
- Terraform Associate

PROJECTS

Atlas-CLI (Go)

July 2025 - Present

- Wrote a CLI using Go to manage infrastructure across different providers (AWS, GCP, minikube)
- Installation and configuration of ArgoCD, Prometheus, and Grafana will be automated through Ansible playbooks
- GitOps will setup via ArgoCD and automatic creation of Github Repositories alongside Github Actions

Anonymous Web Services (NodeJS)

Jan 2023 – Dec 2023

- Created a pseudo AWS Lambda code execution platform, clients connect to hosts through UDP holepunching
- Integrated hyperswarm library to establish secure connection, sends code via P2P connection through a custom CLI