

# JAY CUI

[shilongjaycui@gmail.com](mailto:shilongjaycui@gmail.com) | [linkedin.com/in/shilongjaycui](https://www.linkedin.com/in/shilongjaycui) | [github.com/shilongjaycui](https://github.com/shilongjaycui)

## PROFESSIONAL EXPERIENCE

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### Infrastructure Engineer

Sep 2024 –

*Revmatics, Inc.*

Lehi, UT, USA

- Enabled scientists to do experiments in GPU-enabled cloud workstations by automating environment setup and configuration with shell scripts (SSH, bash, Linux)
- Enabled engineers and scientists to develop algorithms by fetching, processing, and storing 1,000+GB of open data (Python, Google Cloud)
- Decreased textual data query time by 99% (from cubic time to sublinear time) by deploying and populating a search engine (Docker, Elasticsearch & Kibana, Google Cloud, NGINX, Cloudflare)
- Saved the company \$100,000/year by building and deploying an observability platform using only open-source tools (Docker, Graylog, Prometheus & Grafana, Fluent Bit, Google Cloud, NGINX, Cloudflare, Uptime Kuma)
- Enabled engineers and scientists to work with the tools & technologies they need by writing 10+ onboarding documents and how-to guidelines (GitHub Wiki, Confluence)
- Decreased cyberattack space by deploying endpoint security solutions on 50+ company laptops, desktops, and virtual machines (AnyDesk, Windows, macOS, Linux, SentinelOne, Qualys)
- Enabled employees from all departments to resume daily operations by resolving 100+ IT support tickets (Google Workspace, Jira Service Management, Bitwarden, Proofpoint, Google Cloud)

### Platform Engineer

Sep 2022 – Jul 2024

*BENlabs*

Remote

- Decreased ML workflow setup time by 80% by turning the workflow into an auto-generatable template (Metaflow, BentoML, projen)
- Decreased ML service deployment time by 50% by automating linting, testing, and infrastructure provisioning (GitHub Actions, pylint, pytest, AWS Cloud Development Kit)
- Provided company-wide access to self-updating vector embeddings by building data pipelines (Python, Databricks, Dagster, Hugging Face, Pinecone)
- Enabled data scientists to train ML models on GPUs by automating cloud workstation setup (bash, SSH, Linux, Docker)

### Software Engineer Intern

May 2022 – Aug 2022

*Neighbor Storage, Inc.*

Lehi, UT, USA

- Enabled users to create and update rental listings and payment information by building 10+ UI components and API endpoints (HTML, Tailwind CSS, React with TypeScript, Go)
- Launched UI-Kit Version 2 by building 10+ reusable, fully-tested React components (React Testing Library)

### Software Engineer Intern

May 2021 – Jul 2021

*Pluralsight, Inc.*

Draper, UT, USA

- Accelerated user data load time by 67% by redesigning the table concatenation procedure (SQL)
- Provided new content access to 17,000+ enterprise customers in 180+ countries by integrating 50GB of data into Pluralsight's insights & analytics platform (SQL, C#, integration testing)

## EDUCATION EXPERIENCE

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### Brigham Young University - Provo

Sep 2019 – Jun 2023

- B.S. in Mathematics, Applied & Computational Mathematics Emphasis (ACME)
- Minor in Computer Science
- Heritage Scholarship: merit-based half-tuition scholarship