

# Stephen Sun

Santa Clara, CA | yjstephensun@gmail.com | [stephensunyj.com](http://stephensunyj.com)

## Education

### Brown University | Bachelor of Science: ScB-Computer Science and AB-Engineering | Sep 2018 – May 2022

- Cumulative GPA: 3.86/4
- Coursework: **CS** - Operating Systems, Machine Learning, Data Science, Programming Languages, Distributed Systems  
**Engineering** – Design of Robotic Systems, Digital Electronics System Design, Design of Computing Systems

## Experience

### ServiceNow – Big Data Team

Software Engineer | Mar 2024 – Present

Associate Software Engineer | Jul 2022 – Feb 2024

Software Engineer Intern | May 2021 – Aug 2021

- Developed data pipelines and frameworks such as API endpoints in Java and within the Apache ecosystem to enable data ingestion, querying and visualization capabilities of ServiceNow customer data within the team's Hadoop cluster.
- Worked on project to summarize alerts and anomalies, then correlate them with key metrics, improving ServiceNow Support and Site Reliability teams' Mean Time to Recover from hours to minutes, enabling them to swiftly identify root causes of outages.
- Implemented key pipeline for ServiceNow instance availability data for both real-time visualization and aggregated reports.
- Spearheaded enhancement of existing architecture to support new Impala aggregate function for computing percentiles, bringing team's visualization platform's functionality in line with established products like Azure Data Explorer and AWS CloudWatch.
- Participated in ServiceNow's internal hackathon and was part of the top 8 finalists out of over 50 teams.

### TransferFi, Singapore

Embedded Software Engineer Intern | Jun 2020 – Dec 2020

- Developed TransferFi's OneClick Software Package. Programmed, tested, and debugged optimization algorithms in Python, and designed Configuration UI in QT Designer and PyQt for customer use as part of software package.
- Managed and enhanced InfluxDB backend database and Grafana visualization app running on Google Cloud Platform.

### Brown University

Teaching Assistant for CSCI 1600: Real-Time and Embedded Software | Sep 2021 – Dec 2021

- Developed course material with Prof Milda Zizyte for the first run of the class, with 35 students.
- Graded homework, ran labs using the Arduino MKR1000 and mentored student groups for a semester long design project.

Payload/Avionics Team Member, Brown Space Engineering | Sep 2018 – Mar 2020

- Researched and assisted in developing a camera-equipped robot arm for the club's second nanosatellite.

Undergraduate Research Assistant | May 2019 – Aug 2019

- Built and programmed a proof-of-concept robotic arm and accompanying control software in MATLAB and Arduino for use on nanosatellites under Brown School of Engineering's Prof Rick Fleeter.
- Coded in MATLAB and Arduino, made use of Inverse Kinematics, prototype arm was modified in Solidworks.
- Prototype arm and software serves as the foundation for the current work of the Brown Space Engineering club, and project was featured on News from Brown, the University's news portal.

Media Technician, Watson Institute | Feb 2019 – Dec 2021

- Provided AV support, event photography and recording services for the Watson Institute's external events.

## Leadership

### Brown University

President, Brown University Merlions | Apr 2021 – May 2022

- Planned and ran events for Brown's Singaporean community, including retreats and university night markets with attendance.

Vice President, Brown Flying Club | Jul 2021 – May 2022

- As a FAA certified Private Pilot, helped set up and run the Brown Flying Club for students interested in aviation.

### Singapore Armed Forces

Armor Infantry Trooper | Jan 2016 – Nov 2017

- As part of my National Service commitment, managed the accounting and maintenance of weapons for my army unit.

## Skills

- **Languages:** Java, Python, SQL, Go, C, C++, Bash, MATLAB
- **Technologies:** Cloudera Data Platform, Google Cloud Platform, Git, MariaDB, Apache Spark, Kafka, Impala, Parquet, Kudu, HDFS, HBase, YARN, InfluxDB, Solidworks, Unity

Commented [SS1]: More quantitative info