Thomas Yi

EXPERIENCE

Software Engineer Intern **Facebook** **Sept. 2015 — Dec. 2015**

Ads Payments Infrastructure

+ Updated high availability services that are responsible for billing Facebooks Ads Clientele
+ Implemented & Integrated new workflow for processing Extended Credit account repayments
+ Reduced repayment failures by 80% by resolving errors caused by long service processing time (3+ hours) for high profile repayments (Clients with $1MM+ credit & 3K+ Ads accounts)
+ Fixed critical service failures caused by immense memory usage when concurrently handling invoice retrieval requests bounded by time ranges larger than 2 weeks
+ Created tool for Ads Clients that displays a repayment's status in the system
+ C++, PHP/Hack, MySQL, Apache Thrift Framework, Mercurial

Software Engineer Intern **Amazon.com** **June 2015 — Sept. 2015**

Subscriptions Platform

+ Updated service that allows querying subscriptions for service providers (Prime, Kindle, etc.)
+ Scaled service to allow clients to retrieve tens of millions of Subscriptions, up from original maximum of 1 million Subscriptions
+ Improved scalability and reliability of query result delivery by replacing original delivery mechanism with AWS alternatives SNS/SQS
+ Eliminated service onboarding time through automated onboarding tool (originally > 3 days)
+ Java, Oracle DB, Redshift, Amazon Prop. NoSQL DB, S3, SNS/SQS, Spring Framework, Git

TECHNICAL SKILLS

Programming Languages: Java (4), C++ (0.75), C (0.5), C# (0.5), SQL (1.5) (*) Years of Experience

Database Tools: Oracle DB (0.5), MySQL DB (0.5), Redshift (0.5)

Web Development: PHP/Hack (0.25), JavaScript (0.5), HTML5/CSS3 (1)

Open-Source Frameworks: Apache Thrift , Spring

Development Tools: Eclipse, JUnit, Git, Mercurial, Subversion

EDUCATION

University of Washington, Seattle, WA 2013 — 2016

Bachelor of Science in Computer Science, *magna cum laude* GPA: 3.90

Academic Projects:

Augmented and Virtual Reality Capstone (CSE 481V) March 2016 — June 2016

+ 3D Collaborative Painting application developed as a part of "world's first HoloLens class"
+ Allows multiple users to simultaneously paint on holograms using hand motion and gestures, akin to Google Tilt Brush with a shared application environment
+ Supports 3D models from Unity Asset Store and in-app manipulation of holographic scene
+ thomasxyi.com/HoloPaint
+ **C#**, Unity, Git

Database System Internals (CSE 444) April 2015 — June 2015

+ Relational Database Management System
+ Supports transactions, crash recovery, concurrency control, and query optimization
+ **Java**, Junit, Git