

# Eric Huang

## Senior Site Reliability Engineer

Certified Kubernetes Administrator, open-source enthusiast, and detail-oriented software engineer with expertise in automation, observability, and cloud-native solutions. Skilled in problem-solving and system optimization, aiming to enhance reliability, efficiency, and scalability.

## Work Experience

### Sr. Site Reliability Engineer

Engineering Dept., LINE Taiwan

⌚ Sep 2025 – Present

📍 Taipei, Taiwan

- Developed Kustomize and ArgoCD plugin for managing secrets in the internal KMS and secret manager systems, enhancing security and compliance.
- Developed a Go SDK to wrap the successor private cloud API post-LY merger, leveraging OpenAPI schema for automatic code generation, ensuring maintainability, unified log formatting, and a client-agnostic design.

### Site Reliability Engineer

Engineering Dept., LINE Taiwan

⌚ Dec 2022 – Sep 2025

📍 Taipei, Taiwan

- Optimized log collection pipelines and tuned the self-hosted Loki cluster, eliminating object storage overhead and reducing costs by 70%, while achieving a 3x increase in log ingestion performance.
- Co-maintained the organization-wide internal Terraform provider Terda and its community as part of a volunteer group. Pioneered Terda adoption at LINE Taiwan and actively advocated for Terraform usage.
- Implemented a Grafana Alloy gateway to distribute large volume client-side telemetry data sent by Faro SDK, enabling real user monitoring (RUM) and correlating frontend apps with existing observability solutions.
- Created automation tools, including a Slack workflow automation framework and GitHub Actions, to improve operational efficiency and quality.
- Designed and implemented an internal infrastructure cost calculator and dashboards, providing spending visibility and enabling cost optimization.

### Senior Engineer

Intelligent Banking Division, E.SUN Bank

⌚ May 2021 – Dec 2022

📍 Taipei, Taiwan

- Designed and built a robust monitoring/alerting system that collected 15+ GB of metrics daily across 100+ servers.
- Adopted automation tools to construct production-grade and GPU-accelerated Kubernetes clusters, contributing to upstream Kubespray and backporting to existing playbooks.

## Projects

### Rust Playground with WASM

- Delivered a full-stack solution for the Rust Playground, enabling interactive WebAssembly rendering in the browser and integrated it into mdBook.

### Court Reserver

- Developed a Rust CLI program for Taipei Metropolitan court reservations, enabling concurrent reservations to avoid manual operations on apps.

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## Skills

### Programming

Python • Go • Rust

### Technologies

Kubernetes • Containerization • Linux  
SysAdmin • TCP/IP • Observability •  
ArgoCD

### IaC, CI/CD

GitHub Actions • Terraform • Ansible

## Education

### MEng

Data Science

⌚ 2018 – 2020

📍 National Chiao Tung Univ.

### BSc

Computer Science

⌚ 2014 – 2018

📍 Yuan Ze Univ.

## Talks & Articles

- [Upgrading Loki with a Canary Deployment @ COSCUP 2025](#),
- [Grafana Alloy Best Practice @ COSCUP 2024](#),
- [The Journey to the Kubernetes metrics @ K8s summit 2021](#),
- [\[transl.\] Terraform for Verda - A journey of Infrastructure as Code for our private cloud](#)
- [The Journey to the Kubernetes Networking](#)
- [Auto Differentiation](#)
- [Buddy System](#)

## Contributions

### Enhanced VRL Functions and Vector Components

📍 [vectordotdev/vrl](#), [vectordotdev/vector](#)

### Support JSON-RPC in Go uprobe eBPF Instrumentation

📍 [open-telemetry/opentelemetry-ebpf-instrumentation](#)

### Reduced Redundant Calculations in Backpropagation

📍 [pytorch/pytorch](#), [jax-ml/jax](#)