

# Eric Huang

## Site Reliability Engineer

Certified Kubernetes Administrator and conscientious software engineer. Aiming to leverage my skills in automation, observability, cloud-native solutions, and problem solving abilities to improve system reliability and efficiency.

## Work Experience

### Site Reliability Engineer *Engineering Dept., LINE Taiwan Limited*

📅 Dec. 2022 – Present 📍 Taipei, Taiwan

- Co-maintained internal Terraform provider terda and promoted Terraform adoption and advocacy at LINE Taiwan.
- Profiled and tuned the self-hosted Loki, reducing storage overhead by **80%** and keeping query performance.
- Introduced Grafana Alloy and Faro SDK at LINE Taiwan, achieving end-to-end tracing, RUM, and presented the work at COSCUP 2024.
- Developed slack-based workflow automation framework and migrated pipelines to GitHub Action, improving operational quality.
- Designed and built internal infra cost calculator, metrics snapshotter, and dashboards, providing cloud spending visibility and optimization.
- Developed internal secret management system integration toolkit, including GitHub Action and ArgoCD plugin, to enhance security and compliance.
- Analyzed the root cause of technical debt, and developed alternative solution to resolve it. Also helped sunsetting highly operational cost internal system.

### Senior Engineer *Intelligent Banking Division, E.SUN bank*

📅 May 2021 – Dec. 2022 📍 Taipei, Taiwan

- Designed & built up a robust monitoring/alerting system that collect **15+** GB metrics per day across **100+** servers.
- Experienced in Kubernetes administration & cluster and service migration for **8** cluster (**60+** nodes) with **95%** & **99%** SLA.
- Adopted automation tool to construct **production-grade** and **GPU-accelerated** k8s cluster, and contributed to upstream Kubespray & backported to existing playbook.
- Developed tools for automating process of daily routine, config management, app deployment, and system validation task, which lead to effectively reduce operational costs.

### Engineer *Computer Integration Manufacturer, tsmc*

📅 Oct 2020 – Jan 2021 📍 Hsinchu, Taiwan

## Projects

### Rust Playground with WASM

- Forked Rust Playground to render Web Assembly from compiled Rust, and managed to render them on mdBook as well.

### Court Reserver

- Rust CLI program for Taipei Metropolitan court reservation, runs in the concurrency way to avoid manual operation on APP. [profile](#), [trace](#)

☎ (+886)986366141  
📧 [chen-yi-huang](mailto:chen-yi-huang)  
🌐 [titaneric](https://titaneric.com)  
🌐 [www.titaneric.com](https://www.titaneric.com)  
✉ [chenyihuang001@gmail.com](mailto:chenyihuang001@gmail.com)

## Skills

### Programming

Python • Golang • Rust • Typst

### Technologies

Kubernetes • Containerization • Nvidia  
Cloud-Native tech • 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.

## Articles

- Grafana Alloy Best Practice
- [transl.] Terraform for Verda - A journey of Infrastructure as Code for our private cloud
- The Journey to the Kubernetes Networking
- The Journey to the Kubernetes metrics
- Auto Differentiation
- Buddy System

## Contributions

### Reduce redundant calculation

📍 [pytorch](#), [jax](#), [autograd](#)

### Fix golang map iteration (BPF)

📍 [beyla](#)

### Support kubeadm patch

📍 [kubespray](#)

## Awards & Certs

- LINE Dev Governance Best Practice
- Certified Kubernetes Administrator
- Arctic Code Vault Contributor