Eric Huang

Senior Site Reliability Engineer

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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 next-generation Terraform provider for the successor private cloud platform, enabling seamless infrastructure management.
- 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 encapsulate almost all of the successor private cloud platform API, 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.

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