Eric Huang

Site Reliability Engineer

(+886)986366141
chen-yi-huang
titaneric
www.titaneric.com
chenyihuang001@gmail.com

Certified Kubernetes Administrator, open source enthusiast, and conscientious software engineer with skills in automation, observability, and cloud-native solutions. Possesses strong problem-solving abilities and a keen eye for detail, aiming to improve system reliability, observability, and efficiency.

Work Experience

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

Dec 2022 – Present — Taipei, Taiwan

- Co-maintained organization-wide internal Terraform provider terda, and promoted Terraform adoption and advocacy at LINE Taiwan.
- Optimized log collecting pipelines at LINE Taiwan, profiled and tuned the self-hosted Loki, **completely eliminating overhead** of object storage and **cutting down required resource by 70%**.
- Introduced Grafana Alloy and Faro SDK at LINE Taiwan, achieving end-to-end tracing, RUM, and presented the work at COSCUP 2024 .
- Designed and developed automation tools such as slack-based workflow automation framework and GitHub Action to improve operational quality.
- Designed and built internal infra cost calculator, metrics snapshotter, and dashboards, providing private cloud spending visibility and optimization.

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.

Skills

Programming
Python • Golang • Rust

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

Enhanced VRL functions and Vector's components
vectordotdev/vrl, vectordotdev/vector

Reduced redundant calculation in backpropagation
pytorch/pytorch, jax-ml/jax

Fixed Golang's map bucket iteration in eBPF
grafana/beyla

Awards & Certs

- LINE Dev Governance Best Practice
- Certified Kubernetes Administrator