

# Eric Huang

## Site Reliability Engineer

Certified Kubernetes Administrator, dedicated software engineer, persistent learner, and enthusiastic open source contributor. Skilled in automation of system administration, operation, monitoring, and cloud-native solution such as Kubernetes and Containerization. Confident in self-learning, large-scale and multi-repo code tracing.

## Work Experience

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

Dec. 2022 – Present

Taipei, Taiwan

- One of major maintainer of internal Terraform provider `terda`, developed, wrote acceptance tests, and maintained community, and worked in **transnational cooperation**.
- Pioneer of adopting and advocating Terraform in LINE Taiwan, developed Terraform modules, co-hosted terraform tutorial, and managed **80%** internal infra in SRE team.
- Designed and implemented slack-based workflow automation framework to greatly improve operational cost and avoid manual error.
- Developed metrics collector, metrics snapshotter (for long-term usage), and dashboards to help internal infra cost estimation and reduction.
- Analyzed the root cause of present technical debt, proposed and developed solution to mitigate it. Also helped sunseting high 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 frontend rendering

- Render Web Assembly from compiled Rust code on self-hosted website.
- Support both Rust Playground (React) and mdBook (native JS)

### Court Reservation CLI

- CLI program for court reservation in the concurrency way to avoid manual clicking on APP.

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## Skills

### Programing

Python • Golang • C • Rust • Typst

### Technologies

Kubernetes • Docker • Nvidia Cloud-Native tech • Linux SysAdmin • TCP/IP • Wireshark • Prometheus • Loki

### IaC, CI/CD

Ansible • Github Actions • Terraform

### Language

Chinese • English

## Education

### MEng *Data Science*

2018 – 2020 National Chiao Tung Univ.

### BSc *Computer Science*

2014 – 2018 Yuan Ze Univ.

## Slides & Talks

- [The Journey to the Kubernetes Networking](#)
- [The Journey to the Kubernetes metrics](#)
- [Auto Differentiation](#)
- [Buddy System](#)

## Contributions

### Reduce redundant calculation

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

### Support kubeadm patch

[kubespray](#)

### Bug reporting

[vscode-python](#)

## Awards

- [Certified Kubernetes Administrator](#)
- [Arctic Code Vault Contributor](#)

- Captured Wi-Fi packets, TLS traffic decryption from bypassing certificate pinning, HTTP packets dissection and implemented in Rust