

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

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

📅 Dec 2022 – Present

📍 Taipei, Taiwan

- Optimized log collection pipelines at LINE Taiwan and upgraded the self-hosted Loki, achieving a 3x increase in log ingestion and query performance (P99 under 10s), while eliminating object storage overhead and reducing costs by 70%.
- Co-maintained the organization-wide internal Terraform provider Terda, and actively promoted Terraform adoption and advocacy within LINE Taiwan.
- Introduced Grafana Alloy and Faro SDK at LINE Taiwan, enabling end-to-end tracing and real user monitoring. Presented this work at COSCUP 2024.
- Developed a Go-based SDK to wrap the successor infrastructure API post-LY merger, ensuring maintainability and client-agnostic design.
- 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, metrics snapshotter, and dashboards, providing visibility into private cloud spending 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**.
- Managed Kubernetes administration and migration for **8 clusters (60+ nodes)** with **95%** and **99%** SLA.
- Adopted automation tools to construct **production-grade** and **GPU-accelerated** Kubernetes clusters, contributing to upstream Kubespary and backporting to existing playbooks.
- Developed tools to automate daily routines, configuration management, application deployment, and system validation tasks, significantly reducing operational costs.

Projects

Rust Playground with WASM

- Forked Rust Playground to render WebAssembly from compiled Rust code 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 browsers or apps.

📧 [Chen-Yi Huang](#)
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📧 titaneric.com
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Skills

Programming

Python • Go • 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
- Buddy System
- More...

Contributions

Enhanced VRL Functions and Vector Components

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

Reduced Redundant Calculations in Backpropagation

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

Fixed Low-Level Golang Map Traversal in eBPF

📍 [grafana/beyla](#)