Jerry Jiang

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github.com/tpcstld

Technical Qualifications

- **Languages:** JavaScript, Python, Java, C++, Bash, SQL, HTML, CSS
- **Technologies:** React, Node.js, Flask, Docker, MySQL, Amazon Web Services, Google Cloud
- **Tools:** Git, SVN, Vim, IntelliJ IDEA, Visual Studio, Android Studio, Atom, VS Code

Work Experience

Discord – San Francisco, California   March 2020 – Current
Staff Software Engineer – Product

- Shipped many product features including Server Video, Stage Channels, Events, and Student Hubs.
- Overhauled login and registration to support phone numbers, increasing registrations by 10+%.
- Improved React Native Android startup TTI by 20% via improved cache deserialization.

Facebook – Menlo Park, California   July 2018 – March 2020
Software Engineer – Data Platform

- Redesigned and maintained Facebook's data replication service. It transfers petabytes every hour to ensure that Facebook's data warehouse is durable, available, and cost-efficient.

Riot Games – Los Angeles, California   September 2017 – December 2017
Software Engineering Intern – Accounts

- Maintained Riot's OAuth 2.0 and OpenID Connect services, with 100+ containers deployed across 4 AWS regions. It processes 300k+ authentication requests per minute, after attack traffic mitigations.

Uber – San Francisco, California   January 2017 – April 2017
Software Engineering Intern – Rider

- Built the mobile and backend components of an in-app survey tool, revamping the entire cancellation flow and giving direct insight into why riders cancel.

Riot Games – Los Angeles, California   May 2016 – August 2016
Software Engineering Intern – Insights Tech

- Maintained a real-time data pipeline that indexes 3M+ messages/minute.
- Created a monitoring tool for Elasticsearch, Logstash, Kafka, and ZooKeeper, visualizing the performance and stability of 200+ servers and containers.

Google – Kitchener, Ontario   August 2015 – December 2015
Software Engineering Intern – Display Ads Infrastructure

- Maintained a critical C++ Display Ads binary, the coordinator service for AdSense and DoubleClick. It handles billions of requests every day.

Coursera – Mountain View, California   January 2015 – May 2015
Data Infrastructure Engineer

- Built the frontend for Coursera's A/B testing platform in React, including experiment management tools and an analytics dashboard; scaling it up from 20 to 250 A/B experiments in 3 months.
- Co-authored Dataduct, an open-source ETL library for Amazon Data Pipeline and Redshift, which managed Coursera's 110+ ETLs and 360+ tables in its data warehouse.

Projects

2048 for Android (2048.tpcstld.me)

- A port of the 2048 puzzle game to Android.
- Earned 5,000,000+ downloads, 4.5 stars with 28,000+ reviews on Google Play.

Education

Bachelor of Software Engineering September 2013 – April 2018

University of Waterloo, Waterloo, Ontario

- Graduated with distinction, Dean's Honours List, with a 93% cumulative average.