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VINCENT TENG

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Canada

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Experience

Software Engineer Intern, AV **Lyft - Level 5** Palo Alto, CA **| Summer 2020**

- Created Jupyter dashboards and libraries for running AV simulations to replace CLI tools used by ~50 engineers
- Developed a web workflow to stream and visualize path divergence between AV and simulations by Matplotlib
- Categorized w/ ML, AV to vehicle contacts in simulation missions to automate process from manual triage

Software Engineer Intern **Microsoft** Redmond, WA **| Summer 2019**

- Engineered a concurrent scheduler and its accompanying 5 scheduling policies for the Azure .NET apps profiler
- Created a scheduling policy which could instantly profile a user's application through the Azure Portal
- Abstracted an orchestrator for starting/stopping profile sessions and extended it to Windows and Linux profilers

Software Engineer Intern **HBO** New York City, NY **| Summer 2018**

- Implemented Kubernetes Horizontal Pod autoscaling on custom metrics for 2019 Game of Thrones Premier
- Architected a web adapter to receive HPA controller requests and extract Statsd metrics from GraphiteDB
- Developed HTTP endpoints to emit Prometheus scrapable histogram metrics for 5 HBO micro-services

Software Engineer Intern **Microsoft** Vancouver, BC **| Winter 2018**

- Developed and architected a HoloLens application via Unity and Azure for visualizing 3D cancer tumor data
- Designed a game object that enabled users to filter through 50,000 cell models via keyboard and gesture controls
- Implemented a WebGL app to inject keyboard inputs into the HoloLens app while syncing the apps' states

Cognos Analyst Intern **IBM** Ottawa, ON **| Winter - Summer 2017**

- Solved 150+ client submitted tickets via issue reproduction, software log tracing, and trouble-shooting on phone
- Fully repaired 2-3 malfunctioning server environments daily, achieved multiple perfect client evaluations
- Identified, documented, and tested 30+ defects within IBM Cognos; fixed in future iterations of software

Technologies

- **Languages:** Python, C#, Go, Java, JavaScript, C
- **Framework/Libraries:** Node.js, React, Jupyter, Mobile, HTML/CSS, Bootstrap
- **Environment and Tools:** UNIX/Linux, Git, Azure, Google Cloud, AWS, Unity, Kubernetes, Docker

Education

Honors Bachelor of Science **University of Toronto** **Fall 2015 - Fall 2020**

- Major: Computer Science - Software Engineering Specialist w/ co-op

Highlighted Projects

- **Clair.ai:** Developed a React web app hosted on Firebase using React-Vis to visualize air pollution data in real time
- **omegaLOL:** Built a Python Twitch chat parser that creates stream clips on high chat activity moments
- **shARe:** Integrated AWS DynamoDB for iOS AR app that enabled users to place text bubbles in their surroundings
- **Air VR:** Developed Node.js air traffic tower simulation using Google Cloud voice to text ML model

Awards

- **Google - Best use of Google Cloud (2020):** 2nd place out of 43 for use of GCP during HackTech at CalTech
- **Oracle - Make the World a Better Place Hack (2020):** 1st place using Oracle Cloud during TreeHacks at Stanford
- **Telus - Best use of IoT for Sustainable Cities (2019)**: 1st place in category during QHacks at Queen's University
- **Riot Games - Visualization Tool Honorable Mention (2018):** 2nd in category at Riot Game's HQ Hackathon
- **Facebook - Coding Challenge (2018)**: 5th place out of 50+ in Facebook's HackerRank coding challenge at UofT
- **Amazon/MLH - Best use of AWS (2017):** Awarded to team with best AWS usage at Hack Western IV
- **Google - Best Chrome Extension (2016):** Awarded to team with best Google Chrome extension at McHacks 2016