JIAYUAN WANG

614-620-8019 / wangjiayuan.zju@gmail.com / Sunnyvale, CA https://www.linkedin.com/in/iiayuan-wang-9006aa177

SKILLS

Programming languages Python, C++

Technologies SQL, PyTorch, scikit-learn, pandas, Spark, Hadoop, OpenGL, OpenCV, Unity

EXPERIENCE

Google, SWE Aug 2020 - Mar 2023

Cloud platform compute performance team, data-driven cloud platform compute optimization

- Designed, implemented, validated machine learning models to identify cloud customer workloads. The models guided the benchmark selection to define a set of standard benchmarks for Google Cloud workloads. This benchmark set will be used by multiple engineering teams, for new platform introduction, product pricing, and performance evaluation.
- Built and maintained the data collecting, processing and monitoring infra. Automated a benchmark data collecting pipeline and built a centralized database from unstructured sources.
 The automation reduced the team manual efforts of writing 1000+ SQL queries.
- Completed the analysis on performance consistency issues of Google Compute Engine products and presented to leaderships within a short turnaround time.
- Received spot bonus for providing workload characteristics for the next generation platform design. The analysis helped the server design team to make important system balance decisions.

Games that move you, SWE

May 2020 - Aug 2020

 Developed an <u>endless runner game</u> that is controlled by the player's motion for recovering functions.

The Ohio State University

Sep 2014 - Dec 2019

TA and RA with Prof. Tamal Dey and Prof. Yusu Wang

Google scholar page, project page

- Designed and implemented algorithms to handle noisy datasets.
- Automatic Road Extraction on Spacenet challenge dataset using CNN(U-Net) and centerline extraction. Scores are higher than the challenge winners with better road connections and less noise. Developed semi-supervised and unsupervised framework by obtaining pseudo labels using a centerline extraction algorithm.
- TA for Real-Time Rendering and Computer Game and Animation Techniques.

EDUCATION

The Ohio State UniversitySep 2014 - Jan 2020PhD, MS in Computer ScienceOverall GPA: 3.96

Zhejiang University 2010 - 2014

BSc in Mathematics and Applied Mathematics Overall GPA: 3.89/4.0