# Yuanzhe Shi

#### 4B Computer Science @ University of Waterloo

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whimSYZ

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#### **Experiences**

# Roblox Software Engineer

**i** Jan 2023 - May 2023

- Worked in Telemetry team under Roblox Observability. Developed and deployed grafana-chart-operator v2, a service that generates Grafana dashboards with over 80 panels for all (> 2302) Roblox services in Go and Jsonnet.
- Removed  $\geq$  2600 redundant dashboards by synchronizing operators on different env to prevent overwriting.
- Developed custom-selector-plugin in **TypeScript**, a Grafana plugin enabling users to position variable selectors.
- Implemented multiple Github Actions workflow for artifactory build and upload, testing and deployment.
- Implemented E2E testing environment through configuration. Rewrite ≥ 1000 lines of tests in Go and Jsonnet.

#### Ford Pro Software Engineer

**Sep 2022 - Dec 2022** 

- Worked in Ford Pro Fleet Management Tolls team using Java Spring boot and React to bootstrap a service for tolls.
- Configured PostgresQL database with Flyway scripts and JPA API. Deployed the service on Kubernetes using Tekton.
- Developed vehicle record table and bulk upload features in **React**. Setup **SFTP** to transfer and store files on OneDrive.

## Autonomic Software Engineer

**a** Jan 2022 - Apr 2022

- Worked in Development and Deployment team on DevOps and CI/CD using Terraform, ArgoCD, Concourse, Tekton.
- Delivered Bakery, an Au Tool to compare and contrast detailed deployment status on different envs and clusters.
- Build Docker images for various language and tool supports. Pour internal homebrew packages for Python tools.

#### ebay CCOE Cloud Engineer

**Sep 2020 - Apr 2021** 

- Worked in eBay Cloud Console team, delivering Cloud native experience with full-stack React and Java.
- Delivered storage-management-console for Cloud Console that suggests storage class based on hardware performance and OLAP/OLTP requests, and subsequently manages storage instance life cycles.
- Initiated and delivered dashboard for Kubernetes clusters and avaliability zones. Reduced 90% of payload transferred.

### **Projects**

#### lightSearch whimSYZ/lightSearch

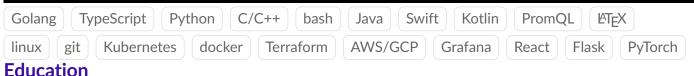
Full-text search based on TF-IDF developed using Go, optimized for Markdown docs supporting YAML.

### hugo-gallery-shortcode whimSYZ/hugo-gallery-shortcode

A Hugo shortcode to display a gallery of images using HTML/CSS, jQuery, and Go. Supports mosaic layout.

### Gear Knight whimSYZ/GearKnight

A 2D platformer game featuring pixel arts powered by Godot Engine. Released in OSX, iOS and Andriod. Skills



Bachelor of Computer Science (Business Specialization)

Combinatorics & Optimization + Pure Mathematics

University of Waterloo 

Sept 2019 – June 2024