

Yuanzhe Shi

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Experiences

 **Roblox** Software Engineer  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 ≥ 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  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 availability 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

Golang TypeScript Python C/C++ bash Java Swift Kotlin PromQL \LaTeX
linux git Kubernetes docker Terraform AWS/GCP Grafana React Flask PyTorch

Education

Bachelor of Computer Science (Business Specialization)

Combinatorics & Optimization + Pure Mathematics

University of Waterloo  Sept 2019 - June 2024