Yuanzhe Shi

4B Computer Science @ University of Waterloo

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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 ($\geq$ **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 $\geq$ 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.

Au 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 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

Minet ◯ dev-minet

- A networking tool that connects resources everywhere. Routes data across platforms, servers and computers.
- Implemented with **Websocket**. Used **yamux** for multiplexing, **Wails** for desktop client, and **Prometheus** for metrics.

lightSearch ◯ whimSYZ/lightSearch

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

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