

Wen-Hao Lue

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I'm a Software Engineer based in San Francisco with a passion for engineering and design. I enjoy solving challenging, high-impact problems and building products that are delightful to use with solid technical foundations. I'm especially excited about zero-to-one work where I can take deep ownership and help shape both technical architecture and product experiences.

Work Experience

Stripe, Software Engineer, San Francisco, *Nov 2018 – Nov 2022*

- Worked on [Connect](#) as a product infrastructure and security domain expert.
- Drove cross-functional efforts to define and execute Connect's authentication and onboarding strategy, directly enabling the launch of key products like [Express App](#), and [Embedded Onboarding](#).
- Led architecture decisions and collaborated across teams to design and implement secure authentication and onboarding systems, including a large-scale onboarding rewrite, session management, OAuth, session based onboarding flows, and identity verification integrations.
- Identified and resolved critical security issues in authentication systems during Express App rollout, working closely with Security teams to de-risk launches and strengthen Connect's security posture.
- Provided technical mentorship to engineers across levels, including onboarding staff engineers and supporting a junior engineer from internship through full-time.
- Gave internal tech talks on Connect infrastructure to scale domain knowledge and support long-term technical continuity across teams.

Sesame HQ, Co-founder/CTO, Toronto/Waterloo, *Aug 2014 – Nov 2018*

- Co-founded an edtech start-up that helped teachers assess student competencies and build portfolios.
- Led engineering and product from idea to production – designed and built the core native iOS app, front-end web app, and backend microservice architecture.
- Managed and mentored an engineering team of 3; oversaw product engineering, design, and technical hiring.
- Backed by **Imagine K12/Y Combinator**. (Fall 2015)

Twitter, Software Engineer (Intern), San Francisco/Boston, *Jan - April 2013, Sept - Dec 2013*

- Shipped [Twitter Headlines](#), contributing to the lambda infrastructure implementation using [Summingbird](#).
- Mentioned in [VLDP paper](#) for contributions to generic Count-Min Sketch implementation in [Algebird](#).

Square, iOS Engineer (Intern), San Francisco, *May - Aug 2012*

- Worked on product-facing features for Square Register, a point-of-sale application for the iPad.
- Open sourced [PonyDebugger](#), a remote debugging toolset that allows developers to use Chrome Developer Tools for native iOS applications. ([blog post](#))

Side Projects

Mixbox (mixbox.io), 2014

- iPad app that lets you make remixes and mashups of songs using pitch detection/beat matching algorithms in an intuitive and fun to use drag-and-drop interface.
- Won [\\$10k Capstone Design competition](#).

Mantaphrase (mantaphrase.com), 2012

- iOS app to help travellers communicate in a foreign language, featured and interviewed on [TechCrunch](#).

Education

Bachelor of Software Engineering, Co-op Program, **University of Waterloo**, 2014