

Win San

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EDUCATION

University of Wisconsin, Madison

B.S. Computer Engineering, B.A. Computer Science

Madison, WI

Sept. 2019 – May 2023

EXPERIENCE

Software Engineer

Target Corporation

July 2023 – Present

Minneapolis, MN

- Boosted Item Search system ingestion performance by **230%** through Kafka concurrency tuning and asynchronous Kotlin coroutines (Spring Boot, Kotlin, Elasticsearch)
- Simplified system design by migrating product taxonomy application from Redis to Caffeine cache, reducing response times by **15%** and cutting infrastructure costs (Spring Boot, Java)
- Streamlined assortment planning workflow by integrating Planit with owned brand design and sourcing systems, delivering unified cross-system functionality (Spring Boot, Java, Postgres)
- Engineered merchandise hierarchy management system to replace legacy IBM Mainframe application, advancing enterprise modernization efforts (Spring Boot, Java, Postgres)
- Improved observability for Firefly, Target's clickstream ingestion platform, by enhancing Grafana monitoring and alerting to provide actionable insights across **60 data pipelines** (Prometheus, OpenTelemetry)
- Expanded capabilities for Vela, Target's open source CI/CD platform, with webhook event support, improved scheduled build visualization, and updated pipeline templates (Docker, Golang)
- Architected security enhancement strategy by co-authoring ADR for Vela's transition from OAuth App to GitHub App, enabling granular permissions and repository-specific access

Software Engineer Intern

Target Corporation

June 2022 – Aug. 2022

Minneapolis, MN

- Built self-service print queue management solution enabling operations technicians to securely clear printer queues across **14 fulfillment centers**, eliminating manual support requests (React, Spring Boot, Kotlin)

Web Developer

Undergraduate Learning Center

Nov. 2021 – May 2023

Madison, WI

- Increased tutoring session bookings by **15%** through strategic UI redesign that simplified navigation and appointment scheduling workflows (React, TypeScript)
- Led 4-member team in adopting modern Laravel framework by migrating from legacy JSON-RPC for PHP implementation, accelerating development cycles and enhancing code maintainability

PROJECTS

Grub AI | *React Native, TypeScript, Supabase, Amazon Bedrock*

April 2025 – Present

- Built mobile app that extracts recipes from social media videos and auto-generates grocery shopping lists, enabling users to save and organize recipes **3x faster** than manual methods
- Architected end-to-end data pipeline using Supabase Edge Functions and Apify to extract recipe metadata, captions, and transcripts from diverse content formats
- Integrated Claude via Amazon Bedrock to transform extracted video data into structured recipes with ingredient lists, preparation steps, and nutritional information
- Conducted comprehensive LLM performance analysis across multiple models using OpenRouter, optimizing for accuracy, latency, and cost-effectiveness

21 Questions | *React Native, TypeScript, Firebase*

Sept. 2023 – Present

- Launched "21 Questions – Card Games" on iOS and Android, achieving **300,000+ installs**
- Integrated Firebase Firestore for real-time syncing and dynamic content delivery
- Implemented CI/CD pipelines with GitHub Actions to automate testing, builds, and deployment
- Built and scaled a social media presence to **150,000+ followers**, generating **3M+ monthly views** through strategic content marketing and audience engagement