

Win San

262-399-1483 | wson3124@gmail.com | wsan3.github.io

EDUCATION

University of Wisconsin, Madison

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

Madison, WI

Sept. 2019 – May 2023

EXPERIENCE

Software Engineer

Aug. 2024 – Present

Target Corporation

Minneapolis, MN

- Optimized Item Search system ingestion performance by **233%**, scaling throughput from **30 TPS** to **100 TPS** through Kafka concurrency tuning and asynchronous Kotlin coroutines (Elasticsearch, Spring Boot, Kotlin, Kafka)
- Reduced API response times by **20%** and cut infrastructure costs by migrating product taxonomy application from Redis to Caffeine cache, also simplifying system architecture (Spring Boot, Java)
- Streamlined assortment planning workflow by integrating Planit with owned brand design and sourcing systems, delivering unified cross-system functionality (Postgres, Spring Boot, Java)
- Engineered merchandise hierarchy management system to replace legacy IBM Mainframe application, advancing enterprise modernization efforts (Postgres, Spring Boot, Java)

Software Engineer - Technology Leadership Program

July 2023 – July. 2024

Target Corporation

Minneapolis, MN

- Improved observability for Firefly, Target's data analytics platform, by implementing comprehensive Grafana monitoring and alerting, reducing incident response time by **30%** during peak season (Scala, Kubernetes).
- Expanded CI/CD platform capabilities by enhancing Vela (Target's open-source 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

June 2022 – Aug. 2022

Target Corporation

Minneapolis, MN

- Delivered automated print queue management solution, eliminating hours of manual queue clearing across **14 fulfillment centers** and reducing on-call support incidents (React, Spring Boot, Kotlin)

Web Developer and Tutor

Nov. 2021 – May 2023

Undergraduate Learning Center

Madison, WI

- Developed Tutoring-By-Request (TBR) web platform while conducting **100+ hours** of student tutoring, leveraging direct user feedback to drive feature prioritization and system enhancements for improved educational outcomes
- Increased tutoring session bookings by **15%** through strategic UI redesign that simplified navigation and appointment scheduling workflows, enhancing user experience and platform adoption (React, TypeScript)
- Led cross-functional development team of **four student developers** through Laravel backend migration, accelerating feature delivery speed and improving system reliability through comprehensive testing protocols (PHP, MySQL)

PROJECTS

21 Questions | *React Native, TypeScript, Firebase, RevenueCat*

Sept. 2023 – Present

- Launched "21 Questions – Card Games" on iOS and Android, achieving **300,000+ installs**, reaching the **Top 100** in the App Store's Trivia category
- Developed the cross-platform app using React Native and TypeScript, integrating Firebase Firestore for real-time syncing and dynamic content delivery
- Implemented CI/CD pipelines with GitHub Actions to automate testing, builds, and deployment to TestFlight and Google Play internal testing tracks
- Drove a **300% increase in MRR** by optimizing subscription funnels with RevenueCat SDK, A/B testing paywalls, and refining pricing strategies based on user behavior tracked through Google Analytics
- Built and scaled a global social media presence to **150,000+ followers**, generating **3M+ monthly views** through strategic content marketing and audience engagement