

# Win San

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## Education

University of Wisconsin, Madison

Sept 2019 – May 2023

- B.S. Computer Engineering, GPA 3.5 / 4.0
- Secondary Major: Computer Science

## Employment

### Target Corporation

Minneapolis, MN

Software Engineer

July 2023 – Present

- Enhanced Vela, Target's open-source CI/CD platform, with support for additional webhooks, enriched scheduled build views, and updated pipeline templates.
- Migrated Vela Postgres database from CentOS to Ubuntu virtual machines.
- Improved observability and alerting for Firefly, Target's data analytics collection platform, by creating Grafana views and alerts for data pipelines, helping to ensure smooth peak season operations.
- Developed a full-stack application with React and Spring Boot to provide Kubernetes metrics and metadata insights on Firefly deployments.

Software Engineer Intern

Jun 2022 – Aug 2022

- Interned with Target's Manhattan Fulfillment and Item Certification team, modernizing an app to use Spring-Kafka and Spring-ActiveMQ for improved data integration with Manhattan's WMS.
- Developed a full-stack application with React and Spring Boot for fulfillment center tech ops to securely clear print queues, reducing on-call support time.

### Undergraduate Learning Center

Madison, WI

Web Developer and Tutor

Nov 2021 – May 2023

- Maintained and enhanced ULC's Tutoring-By-Request (TBR) site with React, PHP, and MySQL.
- Led migration to modern backend framework (Laravel), overseeing a team of four developers.
- Provided 60+ tutoring hours to beginner CE and CS students.

### Madison Gas and Electric

Madison, WI

Distribution Asset Management Intern

Dec 2020 – Jan 2022

- Managed Dane County's electric and gas grid models using GIS software.
- Identified gas valve shutdown zones with 100+ customers using ArcGIS and Python.
- Developed a Power App for Electric Construction Operations, streamlining on-call sign-ups and points system.

## Activities

### San Entertainment LLC

Waukesha, WI

Co-founder

September 2023 – Present

- Developed "21 Questions - Card Games," a mobile app for strengthening connections through questions.
- Achieved 150,000+ installs and 4,000 monthly active users on iOS/Android.
- Generated \$43,000 in revenue and gained 110,000 TikTok followers.
- Built app with Firebase and React Native.

## Skills

- **Tools:** Git, Linux, Docker, Kubernetes, Kafka
- **Databases:** Postgres, Redis, MySQL, SQL Server, MongoDB, Firebase
- **Languages:** Golang, Python, Java, Kotlin, Scala, JavaScript, PHP, C
- **Concepts:** Agile/Scrum, CI/CD, DevOps, OOP, Functional Programming, Containerization