

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

- Engineer on merchandise planning team. Enhanced merchandise taxonomy API by replacing use of REDIS with Caffeine cache, reducing response time and infrastructure costs.
- Enhanced Vela, Target's open-source CI/CD platform, with support for additional webhooks, enriched scheduled build views, and updated pipeline templates.
- 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 student developers.
- Provided 60+ tutoring hours to beginner computer science and engineering students.

Madison Gas and Electric

Madison, WI

Distribution Asset Management Intern

Dec 2020 – Jan 2022

- Helped manage 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

- Created "21 Questions - Card Games," a mobile app to foster connections through engaging questions.
- Achieved 200,000+ installs and 4,000 monthly active users on iOS/Android.
- Built app with Firebase Cloud Firestore and React Native, integrating Google Analytics.

Skills

- **Tools:** Git, Linux, Docker, Kubernetes, Kafka, Spring Boot, Grafana, Kibana
- **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