





# **EXPERIENCE**

2017/8 - Current

Senior Software Engineer
Menlo Park, CA/Sunnyvale, CA/New York, NY

Facebook/Meta Inc.

- Helped maintaining a tool similar to Amazon Turk that distributes work for 140,000s of content reviewers all over the world.
- Used ML technologies and GBDT to optimize the matching between reviewers and tasks, resulted in 10% efficiency gain
- Led a team of 3 to rewrite the frontpage for content reviewers including building a data pipeline and showing the key insights of their work
- Improved logic for content duplication leveraging AI/ML to help reduce thousands of hours saved per week on reviewing content
- Built a tool from scratch to let non engineers control settings for content review pipeline, having around 100 employees interacting with the tool every day.
- Created a developer and code generation tool and from scratch to enable engineers creating their own labeling use cases and supported around 50 product launches
- Helped improve stability of system by building a pipeline to analyze system error and fixing fundamental infrastructure flaws, improved the system stability to 99%
- Developed technical roadmap, held design review and revamped an infra that allows taking actions on millions of reported content per day efficiently
- PHP/Hack / JavaScript/React / Presto(MySQL) / Mercurial / Python / GraphQL / Relay / Redux

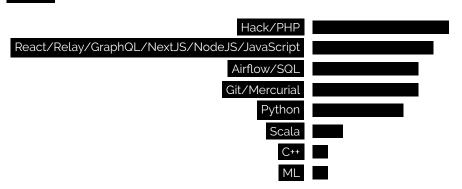
2016/5 - 2016/8

## Software Engineer Intern New York, NY

Bloomberg L.P.

- Created Apache Spark based rule engine in Scala to support a new product being developed by the team
- · Adapted my system to the existing set of APIs' to support billions of data points per day

#### **SKILLS**



## LANGUAGES

English - proficient Chinese - native Spanish - rudimentary

### SIDE PROJECT

Created an online murder mystery game during covid time that allows people enjoying the games on zoom

**EDUCATION**