





EXPERIENCE

2017/8 - Current

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

Facebook/Meta Inc.

- · Helped maintain a tool similar to Amazon Turk that distributes work for 140,000s of content reviewers all over the world
- · Used ML and GBDT to optimize the matching of reviewers and tasks, resulting in a 10% increase in efficiency
- · Led a team of three to rewrite the frontpage for content reviewers, which included creating a data pipeline and displaying key insights from their work
- · Improved logic for content duplication, leveraging AI/ML to save thousands of hours per week on content review
- · Created a tool from scratch to allow non-engineers to control settings for the content review pipeline, with approximately 100 employees interacting with the tool on a daily basis
- Built a developer and code generation tool from scratch to allow engineers to create their own labeling use cases, and supported approximately 50 product launches
- Contributed to system stability by constructing a pipeline to analyze system errors and fix fundamental infrastructure flaws; improved system stability to 99
- · Created technical roadmaps, held design reviews, conducted 100+ interviews, mentored juniors and interns, and ramped up new hires
- PHP/Hack / JavaScript/React / Presto(MySQL) / Mercurial / Python / GraphQL / Relay / Redux

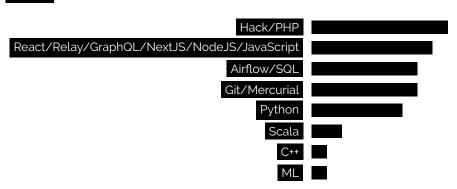
2016/5 - 2016/8

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-wfh time that allowed people enjoying the games virtually. Played 10+ hrs with friends using this tool

EDUCATION