

XING WU

WORK EXPERIENCE

Big Time Studios REMOTE | SUNNYVALE, CA
Head of Platform Engineering July 2022 - Current

Lead the engineering of a new business unit named Open Loot, a platform to help developers launch games with **web3** economy support.

- Set the engineering **roadmap** and align priorities with stakeholders. Delivered all product goals on time with a tight schedule.
- Built a team of 10 engineers located globally.
Established the engineering process and greatly improved team morale and engineering craftsmanship.
- Spent 50% time as a tech lead: 1) **conquer tech challenges**: designed a scalable flash sale system that handles burst transactions; built OAuth and open APIs; built a data engineering framework; 2) **improve productivity**: refactored the backend with modularized micro services; built CI/CS and testing framework

LinkedIn MOUNTAIN VIEW, CA
Sr. Manager, Machine Learning June 2015 - July 2022

Lead 2 AI Standardization teams with 12 employees and 8 contractors. Responsible for the standardization of ingested jobs and locations across LinkedIn economic graph.

- Joined as an entry level engineer, worked as an IC for 4 years then switched to management track.
- Built **models** and **data products** serving other AI teams in different scenarios: Online (RESTful API, Search endpoints); Nearline (Kafka events of data updates); and Offline (HDFS, Feature Store). E.g., we built a classification model to predict the remoteness of raw external jobs and create a workplaceType field in our output.
- Improved Job-to-Company and Job-to-Location models, drove **4.5% lift** for the true north metric of LinkedIn Talent Solutions.
- Led technical initiatives to improve modeling productivity by **3X in 2 quarters** by 1) refactoring feature/embeddings flow; 2) unifying online/offline logic; 3) adopting model deployment framework.
- Designed the technical solution and led a **company-wise migration** to move hundreds of products off from a legacy location service to Microsoft Bing Geo.
- Optimized the online serving of the company standardizer model, reduce p99 latency from **1+ seconds** to **80ms**.

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SUMMARY

Extensive experience in both software development and leadership, proven records of leading cross-functional teams to deliver high-quality products. Eager to take new challenges and learn cutting-edge advancements in technology. I believe ML engineering is still at early stage and has a great potential, I am seeking for **leadership roles in ML infra** to accelerate the engineering process of AI applications.

SKILLS

- Building scalable **services** and **data products**
- Growing and **leading** engineering teams
- Solid programming skills in Java, C/C++, Typescript, etc.
- Hands-on experience in **regression models**, **transformer**-based language models, embedding-based search, etc.

EDUCATION

2015 | **Master of Engineering**
2013 | Electrical and Computer Engineering
Concordia University, Canada

2010 | **Bachelor & Master Degree**
2004 | Computer Science and Technology
Wuhan University, China

IC EXPERIENCE

Tencent SHENZHEN, CHINA
Software Engineer Jul 2010 – Jun 2013

- Designed and developed the first generation of the app recommendation system for Qzone (the largest social network in China), which increased the click-through rate by 170%.
- Developed backend for web games, web services using C++, serving over 600 million users with 50K QPS.