Yaming Zhang

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EDUCATION

Northeastern University, Boston, MA

Dec 2023

Master of Science in Computer Engineering

University of California Riverside, Riverside, CA Jun 2020

Graduate Preparation Program in Computer Science

Xidian University, Xi'an, China Jun 2019

Bachelor of Science in Computer Science

SKILLS

Languages: Go, Python, JavaDatabases: MySql, Redis, Cassandra, ElasticsearchFrameworks: gRPC, Kafka, SparkDevOps: Jenkins, AWS, ELK Stack, Prometheus

WORK EXPERIENCE

Moveworks, Mountain View, CA

Software Engineer Jan 2024 – Present

• Worked in **Data Platform** on Funnel Tracing, Data Offboarding, etc.

Electronic Arts (EA), Redwood City, CA

Software Engineer Intern

May 2023 – *Aug* 2023

- Designed the Java-based OOP model for Player Lifecycle Graph, a serialization model to manage players' states and unified messages, resulting in a 30% cost reduction by eliminating the need for customizing Braze.
- Developed a Flink topology for Kafka streaming PIN events execution, enabling efficient retrieval of lifecycles from Redis, reading player profiles from ScyllaDB, and executing the corresponding lifecycles.
- Leveraged EADP's Data Query Language (DQL) to extract data from unstructured JSON events, evaluate boolean conditions, and execute action scripts.
- Built a web application with **React** and implemented APIs with **Spring Boot**, empowering campaign managers to draw lifecycle flowcharts and retrieve players' current states in games.

Tencent, Beijing, China

Software Engineer

Jul 2020 - Aug 2022

- Developed **Microservices** on **Go** using **gRPC** with logs on **ELK**, monitoring on **Prometheus**, asynchronous pipelines to **Kafka**, etc, achieving a **25% improvement** in interface response time and a **50% reduction** in production debug time.
- Established automated CI/CD pipelines that enhanced service security by seamlessly integrating Unit Tests during CI,
 while also enabling efficient rollback on Tencent Cloud Kubernetes.
- Wrote customized codes in the secondary development of Superset to create a dashboard displaying user usage data of Tencent services by preprocessing and visualizing data with Pandas and ECharts.
- Analyzed the traffic data of Tencent news using Scala Spark and PySpark to promote automatic advertising and personalized recommendation.

The Big-Data Lab at UCR, Riverside, CA

Research Assistant Aug 2019 – Jul 2020

- Leveraged the power of Scala and Spark to design user-defined functions for geometry calculation, enabling the provision
 of diverse and flexible APIs that empower developers to generate and manipulate geometries with ease.
- Utilized the Hadoop file API to efficiently parse records from the OpenStreetMap PBF file, enabling extraction of OSM entities for subsequent Big Data Processing Pipelines on AWS EMR.
- Generated the satellite image of corresponding OSM Vector data using Beast Raptor spatial-join for spatial machine learning and AI activities.

RESEARCH PROJECT

Beast Aug 2019 – Present

- Developed the functions of outputting and compressing the .kml file of geospatial datasets in Java to strengthen the I/O module, a basic module of UCR-STAR.
- Optimized functions of Well-known text and Well-known binary conversion in Geolite computational geometry library for the benchmark of the performance between Esri, JTS and Geolite API.
- Increased the granularity of **Raptor** join from pixels to tiles to improve the performance of spatial join for large data.

PUBLICATIONS

Samriddhi Singla, **Yaming Zhang**, Ahmed Eldawy (2022). OSMX: Spark-based Geospatial Data Extractor from Open-StreetMap and Satellite Images. International Conference on Advances in Geographic Information Systems.

Ahmed Eldawy, ..., Yaming Zhang (2021). Beast: Scalable Exploratory Analytics on Spatio-temporal Data. ACM International Conference on Information and Knowledge Management.

Yaming Zhang, Ahmed Eldawy (2020). Evaluating Computational Geometry Libraries for Big Spatial Data Exploration. International ACM SIGMOD Workshop on Managing and Mining Enriched Geo-Spatial Data.