YIBO ZHUANG

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SKILLS

Languages: Go, Python, Rust, Java, JS, C/C++
Ops Tools: Docker, Kubernetes, Splunk, Prometheus, Chef, Jenkins, Artifactory
Technologies: ReactJS, Django, gRPC, GraphQL
Databases: MySQL, MongoDB, Redis

EXPERIENCE

Systems Software Engineer, Apple, Cupertino, CA   Jun 2020 – Present
- Lead development and scaling efforts for running storage and stateful services on Kubernetes in Apple Cloud Services
- Develop efficient scheduling plugins for Kubernetes to meet workload requirements
- Enhance container runtime security and performance for storage workloads
- Design and develop custom controllers on Kubernetes for managing IP allocation and automation around various custom resources
- Open source engagement, contributions for Kubernetes storage, scheduling, and container runtime projects
- Primary languages: **Go, Rust**

Platform Engineer, Apple, Cupertino, CA   Jul 2015 – Jun 2020
- Team lead for design and development of all components targeting internal infrastructure offering
- Full-stack web development, services design and platform enablement
- Automated build, testing and deployment across many different supported platforms
- Managed multiple interns, hired and ramped up full-time developers on the team
- Lead design and development of new initiatives and projects from scratch
- Primary languages: **Python, JavaScript**

Software Engineer Intern, Microsoft, Redmond, WA   Sep – Dec 2014
- Developed entertainment platform for Xbox Music & Video app

Silicon Engineer Intern, Microsoft, Mountain View, CA   Jan – Apr 2014
- Designed and verified MIPI DSI BFM to support Xbox chip designs

Software Engineer Intern, Intel FPGA, Toronto, ON   Sep – Dec 2012
- Designed and developed testing framework on FPGAs using open source IPs

EDUCATION

Bachelor of Applied Science, Honors Computer Engineering
University of Waterloo, ON   Sep 2010 – Apr 2015

- **Cumulative GPA**: 3.8/4.0