

YIBO ZHUANG

yibzhuang@gmail.com



[yibo-zhuang](https://www.linkedin.com/in/yibo-zhuang)

<https://yibo-zhuang.me>

SKILLS

Languages: Go, Swift, Python, Rust, C/C++, Java, JavaScript

Infrastructure: Kubernetes, AWS, Docker, Splunk, Prometheus, Jenkins, Artifactory, Chef, Puppet

Frameworks: ReactJS, Django, gRPC, GraphQL

Databases: MySQL, MongoDB, Redis

EXPERIENCE

Senior Software Engineer, Apple, Cupertino, CA

Jun 2020 – Present

- Architected, developed new secure container runtime framework and tooling from scratch, written entirely in Swift, and successfully delivered to all Apple engineers
- Lead development and scaling efforts for running storage and stateful services on Kubernetes in Apple Cloud Services
- Developed efficient scheduling plugins for Kubernetes to meet customer requirements
- Lead multiple initiatives to optimize cost and improve runtime efficiency for AI/ML workloads running on AWS EKS
- Worked on kata-containers adoption as a new runtime for meeting workload security requirement on Kubernetes including implementing direct-attached storage optimization
- Open-source engagement, contributions for Kubernetes storage, scheduling, and container runtime projects (containerd, kata-containers)
- Technologies: **Go, Swift, Rust, Kubernetes, AWS**

Software Engineer, Apple, Cupertino, CA

Jul 2015 – Jun 2020

- Served as **tech lead** for development of services targeting internal platform offering
- Lead team of engineers working on full-stack web development, services design, and platform enablement for specialized prototyping hardware
- Automated build, testing and deployment across many different supported platforms powering Apple Silicon validation
- Managed multiple interns, and full-time developers on the team
- Technologies: **Python, JavaScript, ReactJS, Django, MySQL, GraphQL**

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