

Zachary Huang

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EDUCATION

University of California, Berkeley

Bachelor of Arts in Computer Science

Berkeley, CA

Aug 2018 – Dec 2021

EXPERIENCE

Full Stack Software Engineer

Aug 2024 – May 2025

Merge

San Francisco, CA

- Launched and spearheaded experimentation for Merge's first internal AI editor chat to support faster integration work and simplify data sync and normalization.
- Developed a more granular alerting system to monitor sync health across **20K+** entities at the organization and linked account levels, enabling quicker incident detection and resolution, with a React based front-end.
- Established a daily ETL pipeline to provide deeper insights into sync success rates and failure trends to provide both real time and aggregated data using AWS Redshift, Firehose, and S3.

Software Engineer

Aug 2022 – Aug 2024

Airtable

San Francisco, CA

- Developed a general streaming framework in an effort to move 70% of our ETL pipelines from batch to realtime using Apache Flink and Kubernetes
- Built a MySQL Change Data Capture (CDC) system using Flink and Spark to serve realtime MySQL data with a 15 minute maximum latency
- Spearheaded data landing project to migrate **all** existing ETL pipelines to land in Delta Lake, in an effort to retire AWS EMR and Redshift
- Migrated entire existing MySQL batch processing infrastructure, managing 100+ tables of about 10+ TB of data, from EC2 to Kubernetes (EKS)
- Revamped our reverse ETL pipeline from Redshift to DynamoDB to support incremental updates in order to reduce daily data size by 90+%

Software Engineering Intern

Jan 2022 – May 2022

Cambly

San Francisco, CA

- Implemented an updated framework and user interface to be able to support group lessons, a new classroom feature designed to **3x** the maximum supported number of students
- Synchronized user perspectives, engineered classroom management features, and created front-end tests for multi-student and teacher lessons

Software Engineering Intern

May 2021 – Aug 2021

Amazon, AWS

Seattle, WA

- Created an automatic SIM / JIRA crash ticket reporting system that automatically identifies and resolves similar crash tickets, reducing the number of manually resolved tickets by over 50%
- Gathered hundreds of crash ticket entries and analyzed stack traces in order to produce a similarity score based on keywords to compare tickets
- Constructed a Grafana dashboard integrated with a PostgreSQL database in order to mediate weekly DocumentDb meetings

PROJECTS

Pandemic Web | github.com/zchhuang/pandemic | React, MongoDB, Meteor

April 2020 – Aug 2020

- Architected a full stack online multiplayer board game, reminiscent of Pandemic, in Javascript using React, MeteorJS, and MongoDB with a team of four
- Completed half of the player and game command API, integrating Meteor with MongoDB in order to sync the players with the game state in the database
- Designed a new UI for the game in Figma, CSS, and React

TECHNICAL SKILLS

Languages: Typescript, Java, Python, C/C++, C#, SQL, HTML/CSS, Golang, Terraform

Frameworks: React, Node.js, Kubernetes, Apache (Spark, Flink), MeteorJS, Django

Tools: AWS (EMR, EKS, RDS, EC2, etc.), Datadog, Databricks, Opensearch, MongoDB, Figma, Docker, Grafana