

Yan Zhao

OBJECTIVE	Backends engineer dedicating to deliver reliable, performant and scalable applications.	
CONTACT INFORMATION	5648 Bay Street, Apt 701, Emeryville, CA 94608 yanzhao.me	(626)257-6432 zhaoyan1117@berkeley.edu
WORK EXPERIENCE	Sobrr Founding engineer - Director of Engineering · Leading the implementation and architecture of the backend system with Ruby on Rails and maintaining test coverage higher than 90%. · Doing DevOps in maintaining production server backend on AWS cloud stack. · Working with product team in coming up with and implementing new features. · Mentoring interns in ramp up process and doing code reviews. Twitter, Inc. Software Engineer Intern - Search Infrastructure Team · Worked on social search project to improve real time index update speed. · Improved Apache Lucene search framework with real time search functionality on out of order posting updates. · Designed lock-free thread safe data structure to optimize posting list storage. · Applied designed augmented data structure to support range query on real time index. The Aspire Lab - Berkeley Research Assistant - SEJITS Project by Professor Armando Fox · Working on integrating Three Finger Jack, a python specializer, with current Asp (A SEJITS Implementation for Python) framework. · Running Apache Spark on Amazon EC2 computers. GoDaddy.com, LLC Ruby on Rails Developer - E-Commerce Web Platform · Modified and updated a database routing library for multi-tenancy web application. · Participated in the implementation of internal Single Sign-on system for the web application. · Override ActiveRecord 3.2.14 for thread safety in the situation of multi-threads app server.	Feb 2014 – Sep 2014 May 2014 – Aug 2014 August 2013 – January 2014 May 2013 – December 2013
SELECTED PROJECTS	Global Illumination Renderer and Physically-based Cloth Simulation in C++ Final project for CS 184 Computer Graphics · Combines direct illumination, indirect illumination, and caustic to achieve global illumination. · Supports axis-aligned bounding boxes tree to accelerate the render speed to log asymptotically fast. · Simulates stretching/sheering force with energy condition and bending force with edge spring. · Implements sphere and cube collision detection/correction, as well as effects of aerodynamic force. · Showcase: yanzhao.me/project/raytracer & yanzhao.me/project/clothsim	
EDUCATION	University of California, Berkeley M.E. in Electrical Engineering and Computer Science Concentration in Computer Graphics and Visual Computing Half Tuition Merit Scholarship Expected Graduation in May 2015 University of California, Berkeley B.S. in Electrical Engineering and Computer Science Graduation With Honors Member of Eta Kappa Nu	May 2014 – Present August 2011 – May 2014 GPA/Technical GPA: 3.82/3.82
TECHNICAL SKILLS	Proficiency in Ruby, Rails, Java, Python, HTML, CSS, SQL, MySQL, Agile Methodology. Experience in C++, C, Apache Mesos, JavaScript, jQuery, Scala, OpenMP, OpenGL, PostgreSQL.	