

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	University of California, Berkeley	Jan 2015 – Present
	Graduate Student Instructor - Data Structures	
	Sobrr	Feb 2014 – Sep 2014
	Founding engineer - Director of Engineering <ul style="list-style-type: none">· 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.	May 2014 – Aug 2014
	Software Engineer Intern - Search Infrastructure Team <ul style="list-style-type: none">· 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	Aug 2013 – Jan 2014
	Research Assistant - SEJITS Project by Professor Armando Fox <ul style="list-style-type: none">· Running Apache Spark on Amazon EC2 computers.	
	GoDaddy.com, LLC	May 2013 – Dec 2013
	Ruby on Rails Developer - E-Commerce Web Platform <ul style="list-style-type: none">· 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.	
EDUCATION	University of California, Berkeley	May 2014 – Present
	M.E. in Electrical Engineering and Computer Science Concentration in Computer Graphics and Visual Computing Merit Based Scholarship Expected Graduation in May 2015	
	University of California, Berkeley	Aug 2011 – May 2014
	B.S. in Electrical Engineering and Computer Science Graduation With Honors Member of Eta Kappa Nu	
SELECTED PROJECTS	Global Illumination Renderer and Physically-based Cloth Simulation in C++ Final project for CS 184 Computer Graphics <ul style="list-style-type: none">· 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.· Showcase: yanzhao.me/project/raytracer & yanzhao.me/project/clothsim	
TECHNICAL SKILLS	Proficiency in Ruby, Python, Rails, Java, HTML, CSS, SQL, MySQL, Agile Methodology. Experience in C++, C, Apache Mesos, JavaScript, jQuery, Scala, OpenMP, OpenGL, PostgreSQL.	