

Yuanzhe Shi

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Experiences

 **Roblox Software Engineer**  Jan 2023 - May 2023

- Worked in **Telemetry** team under Roblox **Observability**. Developed and deployed `grafana-chart-operator v2`, a service that generates **Grafana** dashboards with over 80 panels for all (≥ 2302) Roblox services in **Go** and **Jsonnet**.
- Removed ≥ 2600 redundant dashboards by synchronizing operators on different env to prevent overwriting.
- Developed `custom-selector-plugin` in **TypeScript**, a Grafana plugin enabling users to position variable selectors.
- Implemented multiple **Github Actions** workflow for artifactory build and upload, testing and deployment.
- Implemented E2E testing environment through configuration. Rewrite ≥ 1000 lines of tests in Go and Jsonnet.

 **Ford Pro Software Engineer**  Sep 2022 - Dec 2022

- Worked in Ford Pro **Tolls** team using Java **Spring boot** and **React** to bootstrap a service for tolls from scratch in weeks.
- Configured **PostgresQL** database with **Flyway** scripts and **JPA** ORM. Deployed services on **Kubernetes** using Tekton.

 **Autonomic Software Engineer**  Jan 2022 - Apr 2022

- Worked in **Development and Deployment** team on DevOps and CI/CD using **Terraform**, **ArgoCD**, **Concourse**, **Tekton**.
- Delivered **Bakery**, an Au Tool to compare deployment status on different envs and clusters for ≥ 682 services.
- Build **Docker** images and **Helm** charts for various languages. Create internal **homebrew** taps for Python tooling.

 **eBay Software Engineer**  Sep 2020 - Apr 2021

- Worked in eBay **Cloud Console** team, delivering Cloud native experience with full-stack **React** and **Java**.
- Delivered `storage-management-console` for Cloud Console that suggests storage class based on hardware performance and OLAP/OLTP requests, manages storage quota, and controls PVC life cycles through **Kubernetes**.
- Delivered dashboard for **Kubernetes** clusters and availability zones in 2 weeks. Reduced **90%** of payload transferred.

Projects

Minet  [dev-minet](#)

- A networking tool that connects resources everywhere. Routes data across platforms, servers and computers.
- Implemented with **Websocket**. Used **yamux** for multiplexing, **Wails** for desktop client, and **Prometheus** for metrics.

v-cloud  [whimSYZ/v-cloud](#)

A volumetric cloud render based on **C++** and **OpenGL**. Implemented **ray marching** and Perlin-worley noise.

Gear Knight  [whimSYZ/GearKnight](#)

A 2D platformer game featuring pixel arts powered by **Godot Engine**. Released in **OSX**, **iOS** and **Andriod**.

Skills

Golang

TypeScript

Python

C/C++

OpenGL

bash

Java/Kotlin

Swift

PromQL

LaTeX

linux

git

Kubernetes

docker

Terraform

AWS/GCP

Grafana

React

PyTorch

Education

Bachelor of Computer Science

Combinatorics & Optimization + Computational Mathematics

University of Waterloo  2019 - 2024