Yuanzhe Shi

5B Computer Science @ University of Waterloo

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whimSYZ

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Experiences

Roblox Software Engineer

a 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 (\geq 2302) Roblox services in **Go** and **Jsonnet**.
- Removed \geq **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.
- ullet Implemented E2E testing environment through configuration. Rewrite \geq 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

a 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 avaliability zones in 2 weeks. Reduced **90%** of payload transferred.

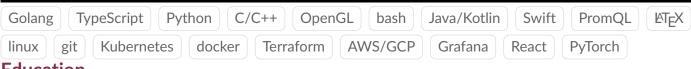
Projects

- 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.

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



Education

Bachelor of Computer Science

Combinatorics & Optimization + Computational Mathematics

University of Waterloo = 2019 - 2024