Yuanzhe Shi

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Experiences

⟁ StackAdapt Software Engineer   📅 Sep 2024 - Current

- Worked in **CDP** team under **Integrations**. Building Stackadapt Customer Data Platform by implementing integrations.
- Developed **Klaviyo** and **HubSpot** integrations that ingests user data to support segment, audience, and other analytics.
- Onboarded ingestor services in **Go** onto **Kubernetes** to support daily ingestion **3M** profiles and **90M** events per month via external API and **Kafka**. Messages are then upserted into **TiDB**, with possible Atlas migration.
- Implemented **pre-commit** hooks to fix lints and imports, **GitHub Actions** to build docker images and deploy to k8s.

◆ 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 ($\geq$ **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.

Ⓕ 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.

Au 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` with **React** and **Go** to compare deployment status on different envs and clusters for $\geq$ **682** services.

ebay 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` to control OLAP/OLTP storage requests, and **Kubernetes** PVC life cycles.

Projects

Minet ⚬ dev-minet

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

v-cloud ⚬ whimSYZ/v-cloud

- A volumetric cloud render implemented in **C++** and **OpenGL**. Web version using **WebGL** and **threejs**.
- Implemented **ray marching** and Perlin-worley noise. Implemented real-time sun color and wind effects.

Skills

| Golang | TypeScript | Python | C/C++ | OpenGL | bash | Java/Kotlin | Swift | PromQL | LaTeX |
| linux | git | Kubernetes | docker | Terraform | AWS/GCP | Grafana | React | PyTorch | three.js |

Education

Bachelor of Computer Science
Combinatorics & Optimization + Computational Mathematics

University of Waterloo 📅 2019 – 2024