

Yuanzhe Shi

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Experiences

StackAdapt Software Engineer 📅 Sep 2024 - Current

- Worked in the **CDP** team under **Integrations**, building a platform to store and activate user data for martech.
- Designed and developed **HubSpot** and **Klaviyo** integrations ingesting profiles, events, lists, and more; leveraged a **thread pool** and in-memory map to optimize throughput for **3M** profiles and **90M** events/month. Built **Kafka** ingestor services in **Go** on **Kubernetes**, upserting messages into **TiDB** to power CDP segmentation and audience analytics.
- Worked on building **Ops Agent**, a AI-powered tool for incident response and operation assistant.
- Added **SLO**-based metrics and alerts, cutting noise by **80%**. Implemented **pre-commit** hooks and **GitHub Actions**.

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.

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.

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 ≥ 682 services.

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

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.

whimSYZ/v-cloud

- A volumetric cloud render implemented in **C++** and **OpenGL**. Web version using **WebGL** and **three.js**.
- 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