

FAN YOU

Software Engineer

(516) · 359 · 8605 ◊ contact@fyou.me

EDUCATION

Carnegie Mellon University, Entertainment Technology Center(ETC) *May 2016*

Master of Entertainment Technology

Course: Distributed Systems, Algorithms and Advanced Data Structures, Building Virtual World.

New York Institute of Technology *May 2014*

B.S. in Computer Science

Course: Operating Systems, Computer Architecture, Computer Graphics, Computer Networks, Database.

TECHNICAL STRENGTHS

Programming Languages	C++, Java, C, Objective-C, Python, JavaScript, Racket
Systems	GNU/Linux, MacOS, Windows
Platforms	Oculus Rift, Gear VR, Eye Gaze, Kinect, leap Motion
Tools	SVN/GIT, Vim

WORKING EXPERIENCES

Amazon *Nov 2017 - Current*
Software Development Engineer II *Seattle, WA*

- Worked on Amazon's Financial Ledger and Accounting System, built a multi-tenant configuration storage system and processing engine (Flare).
- Lead and built Excel-like UI editing experience for configuration in Flare.
- Design and implement Schema Definition(language feature) for describing schema of transactions in Flare.
- Built the in-memory caching/indexing mechanism with interning for Flare, which greatly improved configuration query API speed with minimal memory overhead.
- Built the Regression Testing Framework for configuration changes in Flare.

Amazon *June 2016 - Oct 2017*
Software Development Engineer I *Seattle, WA*

- Design and implement conflict resolution mechanism for concurrent configuration editing in Flare.
- Built a React-Redux based SPA website for journal line adjustment.

The MathWorks *Jan 2016 - May 2016*
Software Development Engineer Intern *Natick, MA*

- Worked on building extension for Simulink that enable 3rd party UI to communicate with Simulink by implementing an intermediate mapping layer.
- Implemented the code generation process and made Simulink portable for 3rd party UI as runtime lib.
- Helped migrate Simulink from Matlab/C++ based UI to JavaScript based UI.

OPENSOURCE PROJECTS

GNU Compiler Collection *May 2015 - August 2015*
Libstdc++ Developer *Pittsburgh, PA*

- Implemented fundamental TS: Extend shared_ptr to support arrays (N3920)
- Implemented fundamental TS: Polymorphic Allocator (N3525)