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Micah Yong

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Education

**University of California,
Berkeley**

Sep 2018 - May 2022

- B.A. in Computer Science and Data Science. Major GPA: 3.7
- Relevant Coursework: Databases (**Teaching Assistant**), Operating Systems, Computer Security, Programming Languages and Compilers, Computer Graphics, Algorithms, Inference and Decisions, Artificial Intelligence, Data Science, Web Design, iOS Development

Experience

Productiv

Software Engineer Intern

May 2021 – Aug 2021

- Performed algorithmic optimizations and parallel processing with worker farms, reducing data processing latency by 83% (Node.js)
- Productionized machine learning service for deploying offline models, utilizing CI/CD pipelines to rapidly iterate (Beanstalk, IaC, SQS, S3)
- Built secure workflow to generate OAuth keys for integrating custom apps (Redis, Cognito)
- Created Lambda microservice to automate exports of license provisioning results (Node.js, JWT)
- Productiv is an enterprise SaaS management platform backed by Accel, Norwest, and IVP

Amazon

Software Engineer Intern

May 2020 – Aug 2020

- Developed auto-generated app dashboards, providing performance metrics and alarms for 300+ internal single-page applications and 34k+ engineers (ReactTS, SQL, RDS)
- Created new endpoints in Node.js backend to fetch and aggregate telemetry analytics for internal SPAs (RDS, API Gateway)
- Conceptualized thumb-friendly design for mobile shopping app, achieving first place in Shopping Foundations' annual internal hackathon (Swift, Objective-C, Figma)

Skills

- Programming Languages and Frameworks:
 - Advanced: Node.js, Python, Java, C, C++, Go, TypeScript, React, Pandas, SQL, Git, AWS
 - Familiar: x86, OCaml, Scheme, Bash, Swift, HTML/CSS, Express.js, Flask, Vue.js

Extracurriculars

RISELab

Research Assistant

Jan 2021 – Present

- Devised automated choropleth mapping of geographic data for 3.7k+ data science users on Lux (Python, Pandas)
- Designed and scaled a memory profiler CLI to monitor distributed workloads for 19.7k+ users on Ray (Python, gRPC, C++)
- Lux is a Python API for analyzing datasets through rapid visualization. Ray is an open source API for building distributed applications

Blueprint

Technical Lead

Sep 2019 – Present

- Led a team of five developers to increase usability and functionality of Otter-Grader, an open-source autograder used by 3000+ students in Berkeley's data science classes (Docker, Python)
- Implemented offline-friendly language translation and encoding hook for electricians in Myanmar, enabling translation of PWA app with three lines of code (ReactTS, Node.js, i18n)
- Created and taught a project-based web development curriculum for incoming students
- Blueprint is a student organization building software for non-profits