Tony Tang

EXPERIENCE

Improbable, London, UK

Jul 2017 - Present

Software Engineer

- Mentored an intern to design, implement, and deploy production ready distributed systems written in **Go** on **Kubernetes** with **ElasticSearch** for logging, and **Prometheus** for metrics and alerting
- Led the design and migration of NoSQL datastore to cloud-agnostic **PostgreSQL** to improve performance when querying customer data while offering over high availability of 99.999% uptime
- Built **continuous deployment** pipeline in **Jenkins** eliminating 2 hours of manual work, allowing bugs to be immediately identified, and leading to the discovery of flaky integration tests
- Designed A/B testing configuration management tool using React and Redux backed by git to manage configuration versioning to fix complicated and error prone processes

Google - Nest, Palo Alto, California

May 2016 - Sep 2016

Software Engineer Intern

- Deployed Cassandra database querying system for perform data analysis of over 3 million IoT device
- Improved engineer's productivity by implementing a new API that removed 3 extra steps in workflows
- Refactored **Scala** services to use dependency injection to simplify testing and code modularity

Snapsale, Oslo, Norway

Sep 2015 - Dec 2015

Software Engineer Intern

- **Docker**ized machine learning backend to reduce deployment time down to 5 minutes from over 1 hour allowing engineers to deploy 7 times more often than previously
- Architected continuous integration pipeline on Jenkins with Github to eliminate buggy code from merging
- Reduced response time of machine learning APIs by over 600% from 1000ms to 130ms by using cache

Medallia, Palo Alto, California

May 2015 - Aug 2015

Software Engineer Intern

- Increased user engagement and experience by developing an Express middleware to A/B test frontend UI
- Reduced site load time from 5s to less than 1s by hacking git revision to cache file in clients' browser

EDUCATION

Bachelor of Computer Science, Honours, Co-op

2012 - 2017

University of Waterloo, Waterloo, Canada

PROJECTS

Bitcoin Algorithm Trading – Utilizing GDAX API to process and analyze thousands of bitcoin price updates to make optimal trades. Tools: **Scala, Google Compute Engine, GDAX API**

PayToPotty – Hackathon winning app developed with a team using location services and Google Maps API to find nearby bathrooms rented out by others. Tools: **Meteor.js**, **bootstrap.js**, **Google Maps API**

LANGUAGES & TECHNOLOGY

- Languages: Go, Java, Python, JavaScript, Node.js, Scala, C/C++, Bash
- Infrastructure: Docker, Kubernetes, Terraform, Prometheus, ElasticSearch, Jenkins, Bazel, Amazon Web Services (AWS), Google Cloud Platform (GCP), Git, gRPC, ProtoBuf
- Databases: PostgreSQL, MySQL, Cassandra, etcd, Google Cloud Datastore