

Bojin (Max) Yao

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[Github.com/bojinyao](https://github.com/bojinyao) | Website: bojinyao.github.io | Confined Hiking Enthusiast

Education

University of California Berkeley

M.S. CS Expected May 2021

Graduate: 5th Year Master of Science in Computer Science

Undergrad: B.A. Computer Science | UPE CS Honor Society | Part time GSI | Overall GPA: 3.75

Relevant Coursework: Operating Systems | Database Systems | Data Structures | Advanced Algorithms & Intractable Problems | Computer Architecture | Advanced Probability Theory | Computer Security | Computer Graphics | Computer Networking | Principles of Data Science | UI & Design | Front-End Web Architecture | HCI

Experience

Technical Intern - Infrastructure | Yahoo! | Sunnyvale

June 2019 - August 2019

- Designed and developed a functioning Kubernetes cluster ingress controller prototype (see Projects, Item 1), that was later open sourced to the Apache Software Foundation on Github.
- Created interactive slides about the project and presented to company executives. Original slides also featured in the project presentation at the Apache Traffic Server Fall 2019 Summit, as well as the open-source documentation.
- Participated fully in Scrum development cycle, including bi-weekly project demos, sprint-planning, and daily standups.
- Quickly learned various new technologies and independently solved technical problems and challenges.

GSR - Software Lead | CBT Summer Research Group | Berkeley

July 2020 - August 2020

- Contributed new features and documentations to open-source project PrairieLearn (PL), coordinated with PL developers to integrate changes, and participated and demoed in their weekly developer meetings.
- Researched and initialized foundational project repository, integrated Github workflows and projects to maintain overall project integrity and track work progress for the team.
- Maintained project repository and helped team members solve complicated git issues, resolve Github PRs and Issues.
- Participated in team meetings to demo new features or question generators, and exchange feedback.

Intro to Computing Lead GSI | UC Berkeley EECS Dept. | Berkeley

August 2019 - Present

- Spearhead integration and deployment of PL for a class of 250+ students to replace existing course structures, such as lecture quizzes and online exams, with 100% autogradable content, saving dozens of hours in grading for GSIs.
- Develop and integrate internal tools to automate repetitive tasks in PL, such as access-control configurations, and final grade calculations, saving many hours for GSIs.
- Initiated, designed and developed a new Python project that emulates Tetris to teach OOP fundamentals, and was accepted as a new required class project.
- Take sole responsibility for the success of development, deployment, and monitoring of all online exams for the class.

Projects

Yahoo! Project "ATS Kubernetes Ingress Controller"

June 2019 - August 2019

[Go + Lua + RedisDB] Developed from the ground up a functioning Kubernetes (k8s) cluster ingress controller prototype that integrates Apache Traffic Server (ATS) as the proxy. The prototype has two main functionalities: 1) dynamically update endpoint pods info to be consumed by ATS for proxying 2) actively configure ATS through k8s ConfigMaps resource. Notable features include crash recovery, all namespace referencing, concurrent watches and updates etc.

Personal Project "Discord Queue Bot"

September 2020 - Present

[Node.js + Typescript + Heroku] Design, develop and maintain a Discord bot using Node.js with typescript, deployed on Heroku, to automatically and seamlessly manage queue text channels for instructors. Features live-sync with Google Calendar API, role-accessible commands, and highly concurrent async/await functions.

Skills

Programming Languages: Golang | Java | Python | C/C++ | Javascript/Typescript | SQL | HTML | CSS | Shell | Lua

Technologies: Kubernetes + Client-Go | Docker | Node.js | Heroku | Bootstrap | Android | Unix/Linux

Languages: Fluent in English and Mandarin