



Yao Xiao

Software Engineer

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EXPERIENCE

2017/8 – Current

Staff Software Engineer

Menlo Park, CA/Sunnyvale, CA/New York, NY

Meta Platforms(fka. Facebook), Inc.

- Helped maintain a tool similar to Amazon Turk that distributes work for **180,000s** of content reviewers all over the world by troubleshooting technical issues and optimizing workflow processes.
- Team lead responsible for the migration of multiple legacy systems into a unified platform, significantly enhancing developer productivity and streamlining operations.
- Spearheaded the migration of the job and reviewer matching infrastructure to a more efficient push system and bipartite matching algorithm, resulting in a **10%** improvement in efficiency and reduced workload for content reviewers
- Led a team of engineers to design their own labeling use cases, resulting in improved scalability and flexibility for the platform.
- Led a team to rewrite the frontpage for content reviewers, which included creating a data pipeline and displaying key insights from their work.
- Built a developer and code generating platform that supported 50 product launches and generated **75 million** jobs per week for reviewers.
- Developed a tool that allowed non-engineers to manage settings for the content review pipeline, with approximately **200** employees interacting with the tool on a daily basis.
- Contributed to system stability by constructing a pipeline to analyze system errors and fix fundamental infrastructure flaws; improved system stability to **99%**.
- Demonstrated strong leadership and collaboration skills by creating technical roadmaps, conducting over **200** interviews, mentoring junior colleagues and interns, and ramping up new hires. Conducted thorough incident reviews to prevent recurrence, and successfully resolved more than **10** critical incidents every 6 months.

2016/5 – 2016/8

Software Engineer Intern

New York, NY

Bloomberg L.P.

- Developed a rule engine in Scala using Apache Spark to support a new product, and integrated it with existing APIs to process billions of data points per day.

SKILLS



LANGUAGES

English - proficient
Chinese - native
Spanish - rudimentary

SIDE PROJECT

Created an online murder mystery game using NodeJS, GraphQL, React, and MongoDB during COVID-19. Played over 20 hours with friends

EDUCATION

2013 – 2017

Bachelor of Science in Computer Science with a Minor in Math

West Lafayette, IN

Overall GPA: 3.7/4.0

Purdue University