

Brendan Ngo

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EDUCATION

UNIVERSITY OF TEXAS

MS COMPUTER ENGINEERING

AUSTIN, TX

May 2020

Conc. in Software Engineering

GPA: 4.0/4.0

UNIVERSITY OF TEXAS

BS COMPUTER ENGINEERING

AUSTIN, TX

May 2019

Conc. in Software Engineering

GPA: 3.99 / 4.0

SKILLS

TECHNOLOGIES

git • AWS • IaC • PostgreSQL • Docker •
React • GraphQL • REST • DataDog

PROGRAMMING

Proficient:

TypeScript/JS • SQL • Java • Python •
Hack/PHP • Go

Experienced:

• C/C++ • ARM Assembly • Matlab

TOOLS

Cursor / VS Code • Claude Code • IntelliJ
• Eclipse • Vim • Jupyter Notebook

COURSEWORK

UNDERGRADUATE

Algorithms and Data Structures

Software Design and Testing

Data Science

Operating Systems

Machine Learning

Concurrent and Distributed Systems

Probability and Stochastic Processes

Digital Signal Processing

GRADUATE

Multicore Computing

Databases

Program Analysis

Network Security

Blockchain

EXPERIENCE

GRAPHITE | SOFTWARE ENGINEERING

October 2022 - Present | New York NY

- Owned and optimized our PostgreSQL database, reducing DB incidents and improving overall performance and visibility
- Built out GitHub integrations and syncing, allowing us to build a robust platform while being completely backwards compatible with GitHub
- Contributed to the Graphite CLI, improving quality and test coverage, and implementing new features such as working off multiple trunks, and safely aborting/undoing CLI operations
- Built real-time Slack notifications to help keep users stay on top of their work
- Developed full-stack features and hacked on growth experiments
- Setup initial company-wide monitors, alerts, SLAs and on-call rotation

ARTICA | SOFTWARE ENGINEERING

July 2022 - October 2022 | Remote

- Built monetization and external partnerships platform
- Integrated with AI to serve high quality product content and reviews
- Developed reliable and scalable Golang microservices, serverless infrastructure, and GraphQL API

FACEBOOK | SOFTWARE ENGINEERING

August 2020 - July 2022 | New York NY

Core Photo Infrastructure

- Re-designed the core data model for all photos (billions+) uploaded to Facebook by separating re-usable core infrastructure from business specific logic
- Modernized legacy photo type implementations used to differentiate 180+ different photo use cases, allowing safe and consistent data access and writes
- Designed, led, and implemented changes to unify FB and IG photo infrastructure, unblocking new cross-posting flows and saving on storage

FACEBOOK | SOFTWARE ENGINEERING INTERN

Summer 2019 | Menlo Park, CA

Instagram Well-Being AI

- Designed classifier dashboard on the Instagram Well-Being AI Team
- Analyzed the scores, feature importance, and false positives/negatives for various ML classification models in Hack/PHP and Python
- Worked cross-functionally to understand and render how other teams were using the classifier scores to guide their decision making

AMAZON | SOFTWARE ENGINEERING INTERN

Summer 2018 | Seattle, WA

Supply Chain Optimization

- Designed dashboard to help buyers analyze profit data
- Improved the automated buying system by providing insight to profit data for 450 million products in 4 regions across the world
- Developed full-stack, serverless webpage using React, Java and AWS Lambda

UNIVERSITY OF TEXAS | TEACHING ASSISTANT

Spring 2018, 2019, 2020 | Fall 2019 | Austin, TX

- EE 360C: Algorithms
- EE 422C: Software Design and Implementation