BRIAN YAN

Software Engineer

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EXPERIENCE

Software Engineer at Meta

Gen AI for Instagram Direct Messaging

📅 March 2024 – Present   • New York, NY

- Lead Backend Engineer for AI Studio for Instagram Direct Messaging, enabling users to create group chats with AI Characters.
- Designing and implementing key backend components of Imagine for Instagram Direct, allowing users to use Gen AI to generate images.
- Leading the capacity efforts within the Gen AI Instagram org, minimizing the hardware needs and cost of our features, saving millions of dollars in both power and hardware.
- Ensuring that we gain as much learning as we can from our user impacting incidents, by starting and moderating the weekly Incident Review in the Gen AI Messaging org.

Community Chats for Facebook Messenger

📅 February 2023 – March 2024   • New York, NY

- Backend Engineer for Community Chats allowing these chats to scale to tens of thousands of users.

Facebook Integrity

📅 May 2021 – February 2023   • New York, NY

- Tech Lead and lead backend engineer for the Control Panel which gave users more control over the content on their News Feed, allowing users to adjust their content feed ranking based on their explicit preferences.
- Building big data pipelines to measure the ranking efficacy of these controls by leveraging **Python, Spark, Presto, Hive**.

Software Engineer II at Microsoft

Azure Compute Allocator

📅 August 2017 – March 2021   • Redmond, WA

- Leveraged tools such as **.Net, C#, Service Fabric and Kafka** to better pack VMs on hardware in order to improve the overall capacity of the fleet in a fast and reliable way.

Software Engineering Intern at Google

Apps and Product Infrastructure

📅 May 2016 – August 2016   • Mountain View, CA

- Developed internal UX tools, that enabled engineers to easily parse data on App Deeplinking.

Software Engineering Intern at Viacom

Viacom Labs

📅 June 2015 – August 2015   • New York, NY

- Prototyped and developed experimental iOS apps and Chrome Extensions focused on long term growth in cross-platform content and storytelling.

PROGRAMMING LANGUAGES

C++	●●●●○
C#	●●●●○
Hack	●●●●○
Python	●●●○○
Java	●●●○○
Javascript	●●●○○
CSS	●●●○○
HTML	●●●○○

ADDITIONAL PROGRAMMING KNOWLEDGE

Kafka	●●●●○
jQuery	●●●●○
Git	●●●●○
Full Stack Web Development	●●●●○
Chrome Extensions	●●●●○
Django	●●●○○
Flask	●●●○○
MongoDB	●●●○○
Thrift	●●●○○
EntQL	●●●○○
Presto	●●●○○
SQL	●●●○○
Swig	●●○○○
gRPC	●●○○○

EDUCATION

B.S. in Computer Science

University of Southern California

📅 Class of 2017

High School Diploma

Stuyvesant High School

📅 Class of 2013