

# Li Jun Huang

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## EDUCATION

### Virginia Tech

BS, Computer Science  
Minor Math  
Phi Beta Kappa  
Grad. May 2019  
GPA: 3.89

### Georgia Tech

MS, Computer Science  
Grad. May 2022  
GPA: 4.00

## SKILLS

Azure, Synapse, Databricks  
Apache Spark  
Scala, Python, SQL

## AWARDS

Dean's List (F'15 - S'19)  
COE Scholarship (F'18)  
CSRC Scholarship (F'17)

## EXPERIENCE

### Microsoft

#### Software Engineer II

#### Incentives Data Platform

Oct 2021 - PRESENT

- Develop near real time data processing system for Microsoft direct pay partner financial data with Spark Streaming and Delta Lake.
- Manage infra and data pipelines to support MSFT incentives partner financial transaction data storage layer with Spark, Scala, Azure Synapse & Data Lake.

#### Software Engineer

#### Internal Financial Reporting

Aug 2019 - Oct 2021

- Developed system & data pipeline that continuously process & analyze TBs of financial data to generate End-of-Period report to meet MSFT business need, leverage Spark, Scala, U-SQL, Databricks, Azure Data Factory & Data Lake.
- Improved overall software performance to meet monthly closing period SLA by lowering data process time from 10+ hours to 2+ hours.
- Introduced data quality check & triangulation to improve accuracy & compliance.
- Set up JEDI compliant CICD pipelines to automate build and release for support to Microsoft Federal.

#### Undergraduate Teaching Assistant, Virginia Tech

Aug 2018 - May 2019

- UTA for CS 3304 - Comparative Languages (Spring 2019).
- UTA for CS 3114 - Data Structures and Algorithms (Fall 2018).
- Holding office hours to help students in understanding the course concepts.

#### Engineer Intern, Viasat

May 2018 - Aug 2018

- Developed Kafka internal streaming platform API using Dropwizard & Java.
- Enhanced API scalability with http2, cache, object pool, metrics & health check.
- Built corresponding Jetty API client compatible with Avro, JSON, and POJO.

#### Undergraduate Research Assistant, Virginia Tech

Jul 2017 - May 2018

- URA for T. M. Murali's Computational Systems Biology research group.
- Co-authored two F1000 Research papers on PathLinker-Cytoscape.
- Led the PathLinker-Cytoscape and CyGraphSpace major releases using Java.
- Created the PathLinker-Cytoscape REST API using the Swagger framework.

#### Junior Software Engineer, Optimal Satcom

Jun 2016 - Dec 2017

- Implemented features and bug fixes for a development project using C#.
- Enhanced the project drop-down tree and input validation GUI behavior.

#### System Engineer Co-op, Solers

Jan 2017 - May 2017

- Assisted with setting up the Puppet infrastructure with r10k on OpenStack.
- Wrote the puppet modules for the Ipsilon server/client and Request Tracker.