

Tao Wang

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Summary	Software Engineer with ~5 years of experience on mobile and Android OS development, and large-scale service with billions of users. Interested in full-stack and platform development for large-scale systems.	
Language & Skills	Java, C/C++, Go Large Data Processing, System Monitoring and Alerts, Mobile Development.	
Professional Experience	<p>YouTube, Alphabet Inc. <i>Software Engineer, San Bruno & Mountain View, CA</i> Sep 2021 - Present</p> <ul style="list-style-type: none">▪ Worked on YouTube Shorts team, go-to person for sharing, user education and Shorts Trends.▪ Enabled user engagement on Shorts Ads, designed and implemented pipeline for collecting and processing user sentiment signal.▪ Led efforts to visualize Trends across Shorts surfaces<ul style="list-style-type: none">• Designed and implemented end-to-end system with server processing of Trends signal and cross-platform client visualization.• Designed and implemented real-time categorization and slicing of Trends signal by user, region, etc.▪ Developed a framework for running featured promotional Shorts videos.<ul style="list-style-type: none">• Initiated, led and coordinated the project across multiple partner teams to deliver the product.• Framework allows marketing to run promotional and educational videos in arbitrary positions in Shorts Feed.▪ Implemented Pull-to-refresh feature for YouTube Shorts.<ul style="list-style-type: none">• Led the end-to-end design from recommendation to user-facing components.• Refactored Android Shorts Player logic to improve maintainability.▪ Helped and mentored junior engineers on the team. <p>Google, Alphabet Inc. <i>Software Engineer, Mountain View, CA</i> May 2018 - Aug. 2018</p> <ul style="list-style-type: none">▪ Worked on Google Fi and eSIM team.▪ Designed the architecture for Android OS support for Multiple-Enabled eSIM (a.k.a. dual eSIM).▪ Led a full codebase migration to a different code serving infrastructure. <p>Google, Alphabet Inc. <i>Software Engineering Intern, Mountain View, CA</i> May. 2018 - Aug. 2018</p> <ul style="list-style-type: none">▪ Implemented a complete eUICC & LPA simulator for eSIM by GSMA SGP.22 with GUI using Java and JavaScript. <p><i>Software Engineering Intern, Mountain View, CA</i> Jun. 2017 - Sep. 2017</p> <ul style="list-style-type: none">▪ Worked on text processing and user interface on Google Assistant iOS using Objective-C and iOS development tools.	
Education	<p>DARTMOUTH COLLEGE, Thayer School of Engineering, Hanover, NH Sep. 2016 - Mar. 2019 Bachelor of Engineering in Computer Science and Engineering.</p> <p>MIDDLEBURY COLLEGE, Department of Computer Science, Middlebury, VT Aug. 2014 - May 2018 Bachelor of Arts in Computer Science, minor in Mathematics.</p>	
Publications	<p>Auracle: Detecting Eating Episodes with an Ear-mounted Sensor Oct. 2018 <i>Shengjie Bi, Tao Wang, Nicole Tobias, Josephine Nordrum, Shang Wang. [et al, including David Kotz]</i> Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (Ubicomp), Singapore</p> <p>Towards a Wearable Sensor for Eating Detection Jun. 2017 <i>Shengjie Bi, Tao Wang, Ellen Davenport, Ronald Peterson, Ryan Halter, Jacob Sorber, David Kotz</i> Proceedings of the 2017 Workshop on Wearable Systems and Applications (WearSys), Niagara Falls, USA</p>	