

# Ian Macalinao

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## 🎓 education

### University of Texas at Austin

B.S, Pure Mathematics  
3.7 GPA, Graduating May 2018

## ☰ skills

**Languages:** Scala, Go, JavaScript,  
Ruby, Python, Java, Hack/PHP, SQL,  
HTML/CSS

**Other:** Unix/Linux, Rails, Node.js,  
React/Redux, Angular, Hadoop, AWS,  
Cassandra, Functional programming

## 🔧 projects

### HackDFW

Founder and director of technology  
of the first and largest student  
hackathon in Dallas.

### Legends.ai

Website displaying League of  
Legends statistics. Used Scala (Cats  
+ Monix), Cassandra, and Redis to  
ingest and aggregate 1TB of game  
data per day, building an extensible  
denormalization framework to  
quickly query different views of data.

### Colleged.net

College textbook price comparison  
website built on MEAN. Received  
2000 unique visitors in January 2015.

### New Liberty

Modded Java Minecraft server using  
reverse-engineered code. Peaked at  
3500 unique monthly players.

## 👜 work

### Facebook

Summer 2017

#### Software Engineering Intern, Ads

- Used NLP to help support agents find solutions to incoming requests and to help advertisers find solutions faster
- Rebuilt the main page of Facebook's support case management system using React and Relay/GraphQL

### Google

Summer 2016

#### Software (Site Reliability) Engineering Intern

- Developed a system to detect production anomalies and alert SREs

### Uber

Spring 2016

#### Software Engineering Intern, UberEATS

- Implemented a per-restaurant maximum delivery radius
- Helped develop a staging environment for EATS-specific services
- Increased stability of services as UberEATS grew from 1 to 15 cities by improving logging, performing load tests, and adding CI

### ResearchNow

Fall 2015

#### Software Engineering Intern

- Constructed a load testing framework in Scala using Gatling to generate dummy ad impression data for testing a MapReduce pipeline
- Developed an ETL pipeline to aggregate data from Hadoop HDFS using Apache Spark and Cloudera Impala, resulting in a ~5x speed improvement over the existing Pig/Hive/Oozie pipeline

### IFTTT

Summer 2015

#### Software Engineering Intern

- Reworked a reporting system to work on-demand using Amazon Redshift, resulting in a 1 hour decrease in total overnight ETL job duration
- Migrated push notifications to AWS SNS, saving 98% in push-related costs
- Developed various web pages, including the OSS page ([ifttt.github.io](http://ifttt.github.io))

### Bireosoft

June 2011 - August 2014

#### Freelance Java Developer

- Ran custom Minecraft mods on CentOS and Debian servers
- Reverse engineered obfuscated Java using a decompiler and reflection