

ROBERT LIN

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Software Engineer IC3 (Senior) | Sourcegraph, Inc.

APRIL 2022 - PRESENT

CLOUD TEAM | GO, KUBERNETES, TERRAFORM & CDKTF, GOOGLE CLOUD PLATFORM

REMOTE

- Enabled the operation of 100+ Sourcegraph deployments by building custom tooling and designing a new Kubernetes controller and infrastructure management model for automating instance operations
- Delivered email capabilities for all Sourcegraph Cloud deployments for product features to drive user adoption, leading the investigation, vendor review, security assessment, and implementation of automated SMTP provisioning and configuration
- Improved the team's ability to build more advanced in-house tooling and integrations with the core Sourcegraph application with extensive code reviews and Go mentorship

DEVELOPER EXPERIENCE TEAM | GO, KUBERNETES, OPENTELEMETRY

- Streamlined application observability and observability tooling compatibility by leading the standardisation of log output, telemetry provenance, and building deep integrations with OpenTelemetry infrastructure
- Stabilized continuous integration by implementing a custom build agent scheduler for scalable and stateless agents in Kubernetes
- Ensured contributions to our developer CLI tool could scale by building internal frameworks for generated documentation, autocompletion, and ways to add complex development setup or custom linters

Software Engineer IC2 (Mid) | Sourcegraph, Inc.

JULY 2021 - MARCH 2022

DEVELOPER EXPERIENCE TEAM | GO, POSTGRESQL, API INTEGRATIONS

REMOTE

- Designed and implemented a 10x faster algorithm and scaling database queries to mirror permissions from GitHub instances with 5k+ users and 10k+ repositories, enabling one of Sourcegraph's largest sales deals
- Led the investigation, design, and proof-of-concept implementation of a more granular permissions model for Sourcegraph, collaborating with many teams to implement integrations in each product area
- Proposed and implemented a suite of CI observability tools, improving incident resolution times by 40%

Software Engineer Intern | Sourcegraph, Inc.

MAY 2020 - JAN 2021

DISTRIBUTION TEAM | GO, TYPESCRIPT, GRAPHQL, PROMETHEUS, DOCKER

REMOTE

- Worked on framework for engineers to define monitoring for their services which automatically generates dashboards, alerts, and documentation for use in monitoring Sourcegraph.com and on-premise deployments
- Enabled customers to easily configure alerting by creating a sidecar service packaged with Alertmanager

Software Developer (Part-Time) | Sumus Properties Group Ltd.

OCT 2019 - MARCH 2020

INNOVATION TEAM | JAVASCRIPT, TYPESCRIPT, NODEJS, MONGODB, REACT

REMOTE

Software Engineer Intern | Riot Games, Inc.

MAY 2019 - AUG 2019

RIOT DEVELOPER EXPERIENCE: OPERABILITY | GO, JAVASCRIPT, REACT, MONITORING

LOS ANGELES, CALIFORNIA

- Standardized how alerts are defined by hundreds of microservices by writing an RFC design and driving cross-team discussions on a specification for defining alerts, as well as implementing and rolling out the design
- Proposed a new model for alert triaging by building a graph-based relationship browser to display relations between incidents, powered by a pipeline that ingests data from various sources to create edges in the graph

Software Engineer (Part-Time) | RTrade Technologies Ltd.

SEPT 2018 - APRIL 2019

CORE DEVELOPMENT | GO, POSTGRESQL, DOCKER

REMOTE

Bioinformatics Co-op | Michael Smith Genome Sciences Centre

JAN 2018 - AUG 2018

BIOINFORMATICS QUALITY CONTROL | JAVASCRIPT, NODEJS, PYTHON

VANCOUVER, BRITISH COLUMBIA

EDUCATION

University of British Columbia

VANCOUVER, BRITISH COLUMBIA

B.SC. IN MATHEMATICS

SEPT 2016 - MAY 2021