

FRANK WAN

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PROFESSIONAL EXPERIENCE

Espresso

Founder

2021 - Current

- Developed a B2B software focused on employee engagement and retention.
- Utilizes Slack API and webhooks to allow for users to opt into randomized weekly 1:1 syncs.
- Handled sales/out-reach, product, and development as solo founder.
- Product is used by multiple early to mid-stage startups like Bird and Shef.

Palantir

Palo Alto, California

Software Engineer - Backend

2020 - Current

- Designed and developed multiple backend features for Palantir's premier mapping application, Gaia, used for mission planning and operations worldwide. Such features include implementing variable grid resolution to improve terrain analysis speed over large continent scale areas by a factor of 10x, improving wait times from minutes to seconds.
- Provided prompt solutions and proactive troubleshooting support to swiftly resolve complex issues with on-site engineers and customers.
- Actively contributed to engineering team culture outside of core responsibilities by interviewing candidates, mentoring interns and new hires, conducting code reviews, and presenting tech talks and engineering reviews.

Tencent/Riot Games

Los Angeles, California

Software Engineering Intern

June - December 2018

- Designed and built prototypes for mobile games in Unity that were later pitched to the development team.
- Implemented feature improvements, documented playtesting feedback, and provided technical translations at Riot Games for the mobile port of League of Legends.

Highguard Networks Inc.

Suzhou, China

Software Engineering Intern

June - September 2017

- Implemented an encryption engine in OpenSSL, built on SM2 encryption. As opposed to the commonly used RSA encryption, SM2 encryption leverages elliptic curve cryptography to cut memory usage by a third.
- Built custom versions of Firefox and Chrome to create platforms to test these encryption engines.
- Documented build and encryption process for future employees to follow.

Autodesk

Shanghai, China

Software Engineering Intern

June - September 2016

- Ported a web app to a native virtual reality app using Unreal Engine 4, where the user can explore and place furniture in a virtually simulated house, which helps the user visualize how items look while designing their own house.
- Leveraged XML, JavaScript, and a WebVR framework to add Samsung Gear VR functionality to the existing web app, which allowed the user to view furniture models on their phone. Finished product was shown in a tech demo to hundreds of business partners and consumers.

EDUCATION

University of California, San Diego

2016 - 2020

Bachelor of Science in Machine Learning; Minor in Computer Science

SKILLS

Programming Languages: Java, C#, Python, C++, C, JavaScript, SQL, HTML, XML, CSS

Libraries/Engines: Tensorflow, Numpy, Pytorch, ReactJS, Unity

Language: English (Native), Chinese (Proficient)