

# Edward Shen

 eddie.sh  
 code@eddie.sh  
 edward-shen

## Education

### Northeastern University Boston, MA

Sep. 2017—May 2021

Khoury College of Computer Sciences

Degree: Bachelor of Science in Computer Science

Honors: 3.85 / 4.00; summa cum laude; Dean's List

Courses: Networks and Distributed Systems; Network Security; Programming Languages; Machine Learning/Data Mining 1; Algorithms and Data

## Skills

Languages: Proficient: Rust, Python, TypeScript, HTML5, CSS

Familiar: JavaScript, Java, LaTeX, C++, Bash

Explored: C, Ruby, Racket, Scala, Obj-C

Other: Git, (Arch) Linux, VS Code, Raspberry Pi

Certs: CompTIA A+, Dell Certified Technician, Apple Certified Mac Technician

## Experiences

### Apple Security Engineering and Architecture Intern

Aug. 2020—Dec. 2020

Menlo Park, CA

- › Joined the Trusted Execution team, focused on code execution across the Apple ecosystem.
- › Proposed, driven, and completed a cross-functional security interface involving a dozen teams inside and outside the organization.
- › Developed kernel and bootloader security policies focused on attack surface reduction.

### Facebook Production Engineer Intern

May 2020—Aug. 2020

Menlo Park, CA

- › Rewritten Python config generation in multithreaded asynchronous Rust, reducing overall runtime by 80% on large inputs and improving runtime of profiled areas by a factor of 36.6.
- › Designed core Rust libraries for foundational services for ubiquitous use across all Rust applications.
- › Detected and resolved soundness issues and misconfigurations in existing python code to preempt Severity 1 site events.
- › Highlighted as a top intern project for the Production Engineering organization.

### Datto Software Engineer Intern

Aug. 2019—Dec. 2019

Boston, MA

- › Refactored frontend codebase to utilize Typescript, Webpack, and Babel while reducing average JS footprint by 98% percent, from 10.4MB to 250KB.
- › Assisted and completed developer environment virtualization project to reduce onboarding time for new developers by 5 days.
- › Integrated into Scrum team that focused on re-implementation of license management systems in a legacy Ruby codebase to Scala and PHP.

### Facebook Production Engineer Intern

May 2019—Aug. 2019

Seattle, WA

- › Implemented a disaster mitigation for decentralized service discovery when upstream data source is unavailable or in a degraded state.
- › Designed an out-of-band flow to allow resolution of core infrastructure services dependent on service discovery in disaster scenarios to minimize downtime for all Facebook products.
- › Modernized and restructured core tooling to improve reliability and testing.