

Brian Yu

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Experience

Stripe, Software Engineer, San Francisco, CA Jun 2021 - Present

- Created backend systems for retrieving and updating 4M+ account configurations per day using Temporal Workflows, Kafka, and Ruby.
- Shipped user-facing products for managing Connect platform settings and payment methods using React and Typescript, enabling \$500M+ cumulative local payment volume as of 2024.
- Designed infrastructure APIs used by 20+ internal engineering teams.

Affirm, Software Engineering Intern, Remote Aug 2020 - Nov 2020

- Migrated Affirm's Line of Credit service to new pub/sub framework.
- Built a caching system for an API used for loan underwriting during checkout, reducing API latency from 270ms p99 to 40ms p99.

Stripe, Software Engineering Intern, Remote May 2020 - Aug 2020

- Built a system that automatically requests and reviews tax forms, replacing a toilsome manual process that protects Stripe from millions in tax liability.
- Collaborated with technical and non-technical teams, working with Ruby, React, and the internal event streaming system.
- Won Stripe's intern hackathon, adding jump-to-definition and on-hover type information to company code search tool.

Google, Software Engineering Intern, Sunnyvale, CA June 2019 - Aug 2019

- Built and launched an internal tool as part of the [Google Transparency Report](#) team.
- Developed the full stack, working on frontend UI components and backend services.
- Gained experience with TypeScript and Java.

Education

B.S. Computer Science, University of Virginia, Charlottesville, VA May 2021

Relevant Courses: Data Structures, Algorithms, Distributed Systems, Operating Systems, Robotics

Projects

Creator, RealTalk Mar 2021

- Built a web app that uses deep learning to let users have a conversation with historical figures.
- Developed with Flask, React, OpenAI GPT-3, Wav2Lip, MediaPipe, and Google Cloud.
- Winner of UVA's [HooHacks 2021](#)

Creator, Common Grounds Feb 2021

- Built a video chat web app that uses GPT-3 to generate interesting discussion prompts
- Developed with React, OpenAI GPT-3, Python websockets, and Twilio.
- Winner of Stanford's [TreeHacks 2021](#)

Creator, PoseParty Mar 2020

- Built a multiplayer web game that uses computer vision to score players' yoga poses.
- Developed with React, TensorflowJS, Python websockets, and Twilio.
- Winner of [HooHacks 2020](#), [Hack Quarantine](#), and [Decoded Hacks](#)

Creator, Tracking Foot Traffic over IP Webcams Dec 2017

- Developed a system that monitors foot traffic in specific locations over internet connected webcams using Python, Jupyter Notebooks, Flask, and the YOLO convolutional neural network architecture.
- URL: <https://news.ycombinator.com/item?id=15874866>

Skills

Proficient: Python, Ruby, JavaScript, React, Java

Familiar: C++, Go