

# Shelley Shen

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## Professional Experience

**Nvidia – Software Engineer**  
Santa Clara, US

**Mar 2021 – Present**

- **Tech lead for the redesign and migration of the Nvidia cloud container schema** supporting ~200k models and container images in NVIDIA GPU Cloud (NGC); significantly reduced storage footprint by ~99% and query latency by ~90%, while maintaining zero downtime and full backwards compatibility in production.
- **Lead backend engineer for implementing optimized storage versioning** within the NGC artifact registry to improve upload/download & storage efficiency; collaborated on architecture and design, led backend implementation, large-scale performance testing, and production rollout.
- **Delivered key components of the secure model publishing workflows**, including encryption of proprietary customer ML models; drove alignment with the secret management service team to ensure secure key handling and compliance with enterprise security requirements.
- **Led the implementation of user data offboarding for data privacy compliance**, coordinating with product, security, and cross-functional engineering teams to ensure enterprise regulatory requirements were met.
- **Other responsibilities** include partnering with frontend, product management, UX, and QA teams to drive feature end-to-end, reviewing design proposals and providing guidance and mentorship to frontend and CLI engineers to ensure robust implementation; responsible for on-call duties, quickly resolving incidents; production and feature release monitoring ensuring reliability and observability using Prometheus, Grafana, and Splunk.

**Unity Technologies - Software Developer**  
Montreal, Canada

**September 2019 – Mar 2021**

- Developed critical features in the cross-platform (MacOS, Windows, Linux) Unity Hub desktop application for Unity project management, editor installation, and user onboarding serving approximately 180k DAU.
- Contributed to performance improvements, reliability enhancements, and user experience refinements across the Electron-based desktop architecture using React and Node.js.

**Nvidia – Software Engineer Intern**  
Santa Clara, US

**Apr 2018 – Aug 2018**

- Designed and implemented an end-to-end CI/CD integration testing pipeline using Jenkins and Docker, achieving fully automated testing for Java microservices while introducing code quality KPIs through a custom Gatling (Scala) framework and integrated JaCoCo and Cobertura coverage reporting.

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## Skillsets & Tools

- **Languages:** Java, Scala, Python, Lua, TypeScript, JavaScript (ES6), C++, MATLAB
- **Databases:** Cassandra, MySQL, PostgreSQL
- **Cloud & Distributed Systems:** AWS S3, AWS EKS, Apache Kafka, Temporal.io, ORAS, nginx
- **Frameworks:** Spring Boot, Spring MVC, Spring Cloud, Hibernate, AWS SDK, Apache Spark
- **DevOps & Tooling:** Docker, Kubernetes, Helm, Git, Maven, Postman
- **Frontend & Desktop:** Electron, React, Angular, Node.js
- **Observability:** Prometheus, Grafana, Splunk
- **Testing:** JUnit, Mockito, Spring Boot Integration Testing, Testcontainers, LocalStack
- **AI-Assisted Development:** Cursor, Claude CLI

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## Education & Professional Development

**Systems Design Engineering**

**May 2019**

- University of Waterloo, Canada

**Professional Development Program**

**May 2024**

- XCS229 Machine Learning - Stanford University, US