Alexandria U. Meng

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EDUCATION

Grad. 2022

University of California, Irvine
Bachelors of Science in Computer Science

SKILLS

Languages/Scripts: C#, C++, Python, Java, Groovy, Shell, Powershell, Bash, Batch
Software: Unreal Engine, Perforce, Horde, Jenkins, Docker, Grafana, Unity, MySQL
Version Control: Perforce, GIT

EXPERIENCE

DevOps Engineer — Tencent America *Oct. 2022 - Present*

- Scripted and maintained various Jenkins and Horde CI/CD pipelines to ensure build stability and automate tedious game build processes.
- Implemented Unreal's UnrealGameSync with custom features to meet developer needs, such as package build deployment, external tool launching, and pre-set sync filtering.
- Transitioned build systems to Unreal Horde's UBA, reducing build times by 67%.
- Engineered server-side Perforce triggers to automate validation and enforce review protocols, reducing build breakages.
- Developed tools utilizing Slack API to manage custom alerts for crash reporting, Perforce triggers, and build updates, improving breakage visibility and iteration time.
- Collaborated with engineering, narrative, and design teams to develop tools and automated processes for streamlining tasks and detecting and fixing common errors.
- Maintained custom Unreal Editor pipelines, engineered custom startup scripts, conversation/dialogue editors, and integrated, JIRA-supported bug-reporting tooling to enhance developer workflows.
- Established tooling and processes to support crash symbol storage, upload, translation, and clean-up.
- Containerized and distributed CI/CD servers and monitoring dashboards using Docker, ensuring deployment consistency and reducing environment setup times.
- Leveraged MySQL build telemetry to create Grafana dashboards of build times and build-farm utilization, providing studio insight into build health and stability.
- Worked with studio IT to troubleshoot Perforce and VM configurations to improve performance.
- Authored documentation to increase studio understanding of DevOps tools and workflows.
- Provided studio support to debug, troubleshoot, and fix issues across a variety of processes including the game build, editor, Perforce, CI/CD, and internal tools and scripts.
- Experience onboarding team members, providing support and direction for tasks and processes.

Programming Instructor — CodingMinds *May 2022 - Oct. 2022*

- Lead and developed weekly project-based Python, Java, Unity and Unreal Engine development classes.
- Constructed and designed an Unreal Engine development curriculum.

Project Intern — Smilefish *Sep. 2018 - May 2019*

- Created and proposed website designs and game ideas for a kid-targeted educational website.
- Integrated mini-game prototypes onto the website for user testing.