

# Dylan Huang

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Software engineer and entrepreneur with experience founding startups, leading teams, and solving challenging technical problems. Currently interested in generative AI.

## Experience

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**Co-Founder** **Konfig** **Jul 2022 – Dec 2024**

- Built and sold SDKs and Documentation-as-a-Service to API-first companies, generating \$65K total revenue with 83% NRR from 11 customers
- Authored viral technical content reaching 31K readers and front page of Hacker News
- Built RAG, agentic workflow, and evaluation systems for production-ready AI medical writer and API Guide writer as part of pivots
- [Viral blog post](#) about my experience building and shutting down the company ([Reddit](#)) ([HN](#))

**Senior Software Engineer** **C3.ai** **Aug 2019 – Mar 2022**

- Led 5-engineer team building data exploration framework on Pandas API and built proprietary DSL for petabyte-scale apps
- Reduced CI pipeline runtime by 50% through parallelization and built AST-based Java migration framework
- Conducted 160+ technical interviews, helping grow engineering organization from 5 to 20 engineers

**Software Engineering Intern** **AppDynamics** **May 2018 – Aug 2018**

- Implemented cross-browser JavaScript execution time measurement and user session replay system

**Research Assistant** **UIUC** **Aug 2015 – Aug 2018**

- Developed web applications for HCI/social media research, resulting in [published paper](#)
- Built sentiment analysis system for Twitter data and led student research cohort

## Projects

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- [dylanhuang.com](https://dylanhuang.com) - Features technical blog posts focused on software engineering and system design with comprehensive list of achievements and testimonials from engineering colleagues
- Pokemon Go App** ([GitHub](#)) - Built at age 18, reached over 210,000 users and 3.3M views in two weeks
- Shopify App** ([Reddit Launch Post](#)) - Built session replay analytics tool that captures and visualizes customer browsing behavior on Shopify stores, generating revenue from day one after launch
- HQTrivia Solver** ([Blog Post](#)) - Built automated solver for HQ Trivia game using NLP and web scraping techniques to analyze questions and search results to determine correct answers (pre-LLM era)

## Skills

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Python TypeScript Java OpenAPI GraphQL Next.js React TailwindCSS Containers  
Databases System Design Remote Code Execution Code Generation Prompt Engineering  
Agentic Workflows LLM Observability LLM Evals

## Education

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**M.Eng. / B.S. in Computer Engineering** **Aug 2015 – May 2019**

University of Illinois at Urbana-Champaign