Moya P. Chen

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About

Ex-Meta research engineer seeks role after pre-planned gap year.
Experience in LLM pretraining, reasoning; ML research in both NLP and CV

Work Experience

Meta - Generative AI
RESEARCH ENGINEER

Sep 2022 - Jul 2023
New York, New York; Remote

- Lead pretraining data (pipeline infra + experimentation) for `llama2`⎘ and downstream models
  - Improved dataset quality for model training; increased available high-quality token count by ~5x
    - ★ Expanded of processing and cleaning of publicly available datasets; investigated new channels of public data
    - ★ Cost + quality estimations of commercial datasets; worked with business development on data acquisition strategy
  - Initial literature review + scoping of experiments around data filtering, ordering, metadata, PII scrubbing, etc
  - Terraform'd and sysadmin'd Spark cluster for large scale data processing; set coding + operational norms; onboarded engineers
- Ran pretraining ablations + fine-tuning experiments and contributed to data + eval infra for other large model⎘ trainings

Meta - FAIR Labs - Repartee
RESEARCH ENGINEER

Aug 2020 - Sep 2022
New York, New York

- Firefighting and assorted infra for `OPT175`⎘
  - Handled corrupted GPUs in oncalls, built helper infra, wrote + edited sections for whitepaper + logbook⎘
- Drove directional scoping, research, and infra across project leading to top-5%-ICLR paper on step-by-step reasoning⎘
- Implemented infra, ran ads, coordinated with UI/UXR + managed front-end contractor for BlenderBot 3.0⎘ release

Meta - Spatial AI: WorldXR
SOFTWARE ENGINEER

Jan 2019 - Aug 2020
Seattle, Washington

- Integrated and optimized computer vision algorithms for mobile (iOS, Android) and virtual reality devices
  - Improved systems for image-based relocalization⎘
  - Designed + implemented compute graph framework to accelerate deployment to Facebook's Camera Effect's Platform⎘
- Lead effort across designers + user research to improve UX flow for relocalization experiences

Meta - Computational Photography
SOFTWARE ENGINEER

Jan 2017 - Dec 2018
Seattle, Washington

- Shipped "Augmented Reality Birthdays" and launched face puppetteering project with 3rd party IP into Facebook app
- Investigated projects: persistent relocalization; gaze correction; keypoint-based facial deformation

Meta - Platform/Business Integrity
SOFTWARE ENGINEER

Jun 2015 - Dec 2016
Seattle, Washington

- Extended clustering system for automated detection of malicious ads, built classifiers detecting fake boosting of "like" signals
- Responded to political ads spam, dealt with malicious API abuse in oncalls, wrote production Haskell⎘, etc

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Meta - Assorted Service
INTERVIEWING: LOOP APPROVAL, DEBRIEF, TRAINING, ETC

Sep 2017 - Jul 2023

- Reviewed packets in post-screen and offer stages; provided guidance to interviewers + recruiters on areas of improvement
- Conducted 300+ interviews across types (behavioral, technical coding, design, etc; incl. PhD variants); 100+ as reverse shadower

INTERN DIRECTOR (6 COHORTS; 4-TIME INTERN MANAGER)

May 2016- Sep 2022

- Supported 8-13 intern managers on scoping, mentorship, and calibration against Facebook expectations
- Conducted interventions for struggling interns; return offer rates consistently higher than intern director average

Education

California Institute of Technology
B.S. IN COMPUTER SCIENCE *with Honors*

Sep 2011 - Jun 2015
Pasadena, California

Other

- Traveller to **all continents except Australia** since Oct 22 (went remote in preparation for gap year)
  - Africa for ICLR 2023; **50km trail runs** in Argentina + Hong Kong; *kayaking, swimming, and overnight camping in Antarctica*
- Holder of **Wilderness First Responder** and **PADI Advanced Open Water** certifications; **Private Pilot's License** in progress