Steve Han

Senior Software Engineer @ Roblox

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EDUCATION

University of Texas at Austin
August 2019 - May 2023
BS & MS in Computer Science
BSA in Mathematics
Business Spanish Certificate
GPA: 3.99

SKILLS

Languages:
Go, Python, JavaScript, Java, C++, Rust, HTML, CSS.
Chinese, English, Spanish.
Frameworks:
Ray, React, PyTorch, Next.js
Infra:
Kubernetes, AWS, Kubeflow, Prometheus, Istio, Docker

COURSEWORK

Graduate
Computer Graphics (C++)
Cryptography
Reinforcement Learning (Python)
Theory of Probability
Quantum Information Science I, II
Undergraduate
Artificial Intelligence
Algorithms and Complexity
Generic Programming (C++)
Operating Systems (C)
Software Engineering (Python)

AWARDS

Whole-Body Control Paper Award Finalist, IEEE-RAS 2023

Winner of 7 Hackathons (DevPost)

AWS Certified Develper - Associate

UT Distinguished Honors student

EXPERIENCE

Roblox 3 years 2 months, San Mateo

Senior Software Engineer, Agent Infra June 2026 - Present

- Developed internal slack agent used by **1000 employees** with **2000+ tags a day**.
- Created fully in-house agent infra for both internal cloud agents and external game creation product called Build.
- Reached # 1 in internal AI usage leaderboard.

Senior Software Engineer, ML Platform August 2025 - June 2026

- Built the Ray infrastructure, UX, and AI tools that increased **Ray jobs from 0 to 100+ a day**. Gave talks at Ray Summit 2024, 2025.
- Optimized petabyte-scale Ray jobs, resulting in **3D Foundation Model** team migrating **all data processing** and **distributed training** jobs to Ray on **500+ H200 GPUs** in **AWS** and **on-prem**.

Software Engineer, ML Platform September 2023 - August 2025

- Developed new **active-active** inference clusters to serve **1M+ QPS** of production ML traffic, featured in company blog post.
- Maintained critical ML infra such as Kubeflow, Istio, **LLM Batch API**, and production K8s clusters with **3000+ nodes**.

Amazon 6 months, Seattle

SDE Intern May 2021 - August 2021 May 2022 - August 2022

- Developed and deployed a full-stack, serverless web application to manage a mentorship program.
- Engineered an automated email microservice (Go/Lambda) that **eliminated 600+ manual emails quarterly**.

Orca (Y Combinator W22) 6 months, Austin

Founding Engineer Feb 2022 - Jul 2022

- Worked with 2 friends on a fintech start-up using React Native

PROJECTS

Deep Imitation Learning for Humanoid Loco-manipulation
IEEE-RAS International Conference on Humanoid Robots, 2023
Master's thesis. Built VR teleoperation system to teach humanoid robots locomotion and manipulation from human demonstrations.

Self-steering Scooter
A simulated scooter that learned to balance and steer itself with RL.

VoxCraft-VR
A VR Minecraft game for Oculus Quest. Built with A-Frame and JS.