

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, TypeScript, 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 Honors

Cryptography

Reinforcement Learning

Theory of Probability

Quantum Information Science I, II

Undergraduate

Artificial Intelligence

Algorithms and Complexity

Generic Programming

Operating Systems

Software Engineering

AWARDS

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

Winner of 7 Hackathons
(DevPost)

AWS Certified Developer -
Associate

UT Distinguished Honors student

12.08.2025

EXPERIENCE

Roblox

2 years 4 months, San Mateo

Senior Software Engineer, ML Platform

August 2025 - Present

- Partnered with **3D Foundation Model** team to migrate **all data processing** and **distributed training** jobs to Ray on **500+ H200 GPUs** in **AWS** and **on-prem** clusters.

Software Engineer, ML Platform

September 2023 - August 2025

- Built the Ray infrastructure that drove Ray adoption from **0** to **100+ Ray jobs a day**. Gave talks at Ray Summit 2024, 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 Notebooks, Kubeflow Pipelines, Istio service mesh, and **LLM Batch API**.

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 our fintech start-up, during which I created a React Native frontend as well as our website and ads.

Dive Chat

1 year 9 months, Austin

Software Engineer

Aug 2020 - Apr 2022

- Created a group chat web app using React and Firebase.

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.