Lionel Hu

Burlingame, CA | lionelhu33@gmail.com | GitHub | LinkedIn | Portfolio

Education

University of Pennsylvania

Master of Science in Engineering in Computer and Information Science - GPA: 3.90/4.0

08/2023 - 05/2025

Philadelphia, PA

Rice University

08/2019 - 05/2023

Bachelor of Arts in Computer Science

Houston, TX

Skills

- Programming & Software Design: Python, Java, C, C++, SQL, Object-Oriented Programming, RESTful API
- Web Dev: HTML, JavaScript/TypeScript, CSS, React, Node.js, Express.js, Next.js, Tailwind, HeroUI, Figma
- Data: Pandas, MongoDB, Firestore, MySQL, Oracle, Neo4j, AWS
- Machine Learning & AI: ChatGPT, LangChain, PyTorch, Groq, Prompt Engineering, MCP
- Tools: GitHub, LaTeX, Firebase, Azure DevOps Server, Jest, JUnit, Cypress

Experiences

<u>HeartByte Inc</u> | YC Startup for Gen-AI Interactive Story | San Mateo CA **Software Engineer**

06/2025 - present

- Built a Gen-AI interactive story web app using React, Next.js, and Firebase serving 10K+ users monthly.
- Designed and implemented a production-grade **branching visual-novel engine** enabling choice-driven narratives, manual and auto save/restore flows, and clean authoring experience, boosted playability for **1k+ stories**.
- Re-architected **10+ core pages** end-to-end with UI revamp, client-side-to-server-side rendering migration, API/data fetching redesign, and database schema redesign, improved usability, efficiency, and **core web vitals by 20**%.
- Designed a **numeric stats system** personal to each user within each novel for branching logic that enables conditional branching and conditional novel endings, enabling authors to personalize their stories creatively.
- Shipped an **LLM story-generation pipeline** (**Groq** + **prompt engineering**) with few-shot examples and JSON schema validation/repair for hallucination prevention; integrated into a multi-step story authoring flow.

HeartByte Inc | San Francisco CA (Remote)

05/2024 - 08/2024; 01/2025 - 05/2025

Software Engineer Intern

- Spearheaded comprehensive Search Engine Optimization (SEO) initiatives, including structured metadata, improved site performance, and keyword targeting, to enhance online visibility and increase organic traffic by 5X.
- Developed 10+ full-stack features including story recommendation using TypeScript, React.js, Firebase and Next.js, enhancing product functionality to improve user experience and boost product completeness.
- Streamlined and standardized website UI of **15+ pages** by standardizing CSS and styling using **Tailwind CSS** and **NextUI components**, reducing design inconsistencies and accelerating the development process.

YelpScout | University of Pennsylvania, Philadelphia PA

01/2024 - 05/2024

Software Engineer

- Engineered a **local business search & insights web app** using **React, Node/Express, and MySQL** with advanced search filters, single-business analytics pages, and personalized recommendations in a 4-person team.
- Designed and implemented the **single-business analytics page** for 150K+ businesses with weekday popularity, ratings, reservation flag, and customer review keyword extraction powered by **RAKE-NLTK** preprocessing.
- Optimized performance via indexes and cached/intermediate tables, reducing heavy queries from minutes to 1–3s.

$\underline{\mathbf{DocSearch}}$ | University of Pennsylvania, Philadelphia PA

09/2023 - 12/2023

Software Engineer

- Built an end-to-end search engine (crawler, distributed KVS, indexer, ranking, web UI, EC2) in a 4-person team.
- Implemented a robust and efficient distributed key-value store in Java with concurrent processing and streamput to store crawl/index/PageRank tables; crawled 400K+ pages and stored information in the KVS.
- Engineered the pipeline, including crawling, precomputed TF-IDF + PageRank, ranking, and web deployment.
- Implemented **crawl frontier policies**: allowlist-based token filtering with title-term expansion, depth/size guards and error filtering, and per-domain quotas to boost crawl efficiency and downstream relevance.