

Bolun Du

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SKILLS

PHP, Java, Python, SQL, HTML/CSS, JavaScript, C#, C/C++, Golang, RESTful APIs, Spring, ReactJS, Node.js, MongoDB, MySQL, Git, Unity, Gradle, JUnit, JSP, Linux/Unix, CI/CD
Software Development Life Cycle, Software Architecture, Cross-functional Collaboration, Deadline Management, Troubleshooting, Project Planning, Web Development, Agile Development, AI development experience

PROFESSIONAL EXPERIENCE

California Science and Technology University

Research Assistant

Milpitas

October 2025 - Present

- Developing and validating an agentic robot control and planning prototype using multimodal LLMs, targeting future deployment on real robotic platforms.
- Created a **React/TypeScript**-based operations and debugging dashboard integrating robot control, real-time telemetry, voice interaction, and agent workflow observability.

Meta Platform.Inc

Software Engineer

Menlo Park

December 2024 - September 2025

Full-stack engineer for internal A/B testing tool “Quick Experiment” using **React, Javascript, Hack (PHP), RESTful APIs, and GraphQL**.

- Strengthened testing discipline at scale by integrating metric regression detection into the framework's CI/CD pipeline, resulting in **6%** of eligible user changes adopting diff reviews for automated validation and a **50%** increase in triggered detection.
- Introduced soft-blocking for unvalidated changes**, proactively preventing **20% of risky changes** from landing, and gathering **1,000+** monthly feedback from users to inform product decisions.
- Revamped gradient rollout experience, enabling default rollout in the backend with visualization in the UI. Resulted in **less than 1% opt-out rate**, signaling broad trust and adoption across teams.
- Developed a Chronos-based logging pipeline for tracking experiment change landing failures, laying the groundwork for **causal impact measurement** and long-term quality auditing.
- Spearheaded rollout of “Launch Tracker”, helping feature owners monitor deployments at scale, improving visibility and accountability across engineering orgs.
- Built root cause detection for experiment imbalances, resolving **100+** misconfigurations weekly using multi-source log data.

Aptivo Ventures.LLC

Software Engineer

Remote

March 2021 - February 2024

- Developed a royalty points and redemption platform using **JSP, Spring, and MySQL**, enabling automated loyalty rewards across client systems.
- Prototyped a cross-platform mobile game (iOS, Android, WebGL) with **Unity (C#)** and a **Java** backend, addressing scalability through user account segregation and dynamic player distribution.
- Designed scalable, component-based Unity UI architecture (**50+** dynamic scenes) and implemented real-time, event-driven features using **WebSockets**.
- Improved engineering efficiency by building internal testing tools, implementing **JUnit**-based unit testing, and automating **CI/CD** with Unity Cloud Build, reducing frontend testing time by **50%**.

PROJECT

Job Application Automation Tools

February 2024 – August 2024

- Designed and implemented a job application tool that supports information auto-filling and resume uploading. Using **ReactJs, Node.js, and MongoDB** for full-stack development.
- Using **NLP** to analyze user resumes for key points and user info such as name and school for auto-filling.
- Using **OAuth2** for secure user login and Gmail API.

EDUCATION

University of California - Berkeley

Bachelor of Science, Electrical Engineering and Computer Science

2018 - 2020

GPA: 3.97

- Extracurricular: Eta Kappa Nu (EECS Honor Society) Member

Sofia University, California Science and Technology University

Master of Science, Computer Science

2024 - Expected February 2026

GPA: 3.92

- Coursework: Data Science, Machine Learning, Data Visualization, Artificial Intelligence, Agentic AI
- work authorization through OPT starting March 2nd, 2026