

EDUCATION

University of California, Berkeley

Bachelor of Art, Computer Science

2016-2020

Master of Science, Computer Science

2020-2021

SKILLS

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| Programming Languages | CPython, Java, HTML/CSS, Javascript, Markdown, SQL, C#, C, C++ |
| Libraries | OpenMP, MPI, CUDA, OpenGL, Numpy, Pandas, Matplotlib, PyTorch, Bokeh |
| Web App Frameworks | Django, Ruby on Rails, Jekyll, Flask |
| Software & Tools | MS Office, LaTeX, G Suite, Adobe Illustrator, Unity |
| Software Development | Test Automation, Docker, Bash Scripting, Git / SVN, Agile / Scrum |

WORK EXPERIENCE

Amazon, Seattle

August 2021-

Software Development Engineer

- Worked as a Backend engineer for the Campaign Management Platform for Amazon Advertising (Performance Advertising). Expert-level experience with AWS services (DynamoDB, Cloudwatch, SWF, CloudFormation).
- Designed and developed an Error handling mechanism using CloudFormation and Lambda to redrive failed requests from DynamoDB to Postgres for database synchronization.
- Designed and developed an automation tool tool to fetch availability dips from metrics, fetch related logs, and generate reports using PCA.
- Worked on deprecation efforts of legacy and migration of Campaign Management backends. Collaborated with multiple clients and stakeholders to deprecate their calls.
- Experience with Amazon oncall and software development process, such as pipeline deployments, code reviews, Agile workflow, DevOps.

Cadence Design Systems, San Jose

May 2021-August 2021

Research Intern

- Researching Bayesian Optimization and its applications in electrical-magnetic modeling for IC design automation.
- Devised novel ways to apply and implement similar algorithms and techniques in automated IC.
- Design software with modern programming and artificial intelligence packages such as PyTorch and Scikit-Learn.

Freddie Mac, McLean

May 2019-August 2019

Financial Engineering Intern

- On-site internship under this government-sponsored enterprise.
- Project 1: Developed data visualizations (Heatmaps, Bar charts, 3D) using Python libraries Bokeh and Pandas. The visualization system is used for housing loan risk analysis where feature recognition and correlation analysis are essential part of the algorithms and model development.
- Project 2: Developed a Django web application that hosts the visuals of the data models. The web application is designed for direct and interactive access to the data by the users. The visualization is configurable by customizing axes and Django caching is deployed for high performance.

Audience1st

January 2019-May 2019

Software Developer

- Part of an academic project where groups of students are assigned to small businesses or startups to work on some of their features of their web application. Most of the projects were done in Rails. Involved in many Software Engineer practices, such as continuous integration and user stories.
- Worked on an application for Audience1st and implemented magic links and quality-of-life changes.

ACADEMIC PROJECTS

GamesCrafters

2018-2021

GamesmanPuzzles, Project Lead

- Created the GamesmanPuzzles Project, a simple Python interface to solve abstract Puzzle problems with high performance. Developed under the mentorship of Professor Dan Garcia.
- Taught a group of undergraduates the principles of software engineering.
- Extended Python with C and explored with multiple optimization techniques (i.e. HashTables, MapReduce) to achieve high performance.
- Showcases the results using a Web API through Flask.

Member

- Member of a group devoted to perfectly solving two-player games aka combinatorial and computational game theory.
- Helped implement the Universal Web API to combine game solutions from the multiple GamesCrafters backends (ie GamesmanJava, GamesmanClassic). Specifically, worked on translating chess solutions from the Syzygy endgame tablebases from its public API.
- Researched using Decision Trees as a way of compressing key-value pairs into a series of feature decisions (i.e. number of pieces on the board, whether the second piece is an "X" or an "O").

Actor Migration for Ray

2020

Graduate Class Project

- Worked on adding an Actor migration feature for the Ray Python package, the simple, universal API for building distributed applications.
- Goal was to increase utilization of resources by moving stateful Actors in Nodes that are not sufficiently utilized and placing them together to increase utilization. Requires migrating state, objects and object relationships.
- Worked on Reference Table (Ownership) migration and Benchmarking.

DataBears, Berkeley

2019

Content Creator/TA

- Developed content for the SQLite lecture, which included a Jupyter Notebook lab, a Gradescope autograder environment, and a Introduction to Databases presentation.
- Content covered relational database, DMS, SQL queries and Pandas interactions.

TEACHING EXPERIENCE

Education Enrichment Center, Pleasanton

June 2018-August 2018

Math Teacher/SAT Content Creator

- Responsible for teaching adolescents math in preparation for the school year as well as developed a curriculum for SAT practice.

Dept. of Computer Science, UC Berkeley

2017-2021

Tutor

- CS 61A: Structure and Interpretation of Computer Programs, CS 61B: Data Structures

GSI

- CS 61C: Great Ideas in Computer Architecture

EXTRA-CURRICULAR

Programmer/Artist in the Game Design Club in 2019.

Publicity Chair of the Berkeley Unit 4 Hall Association in 2016-2017.

President of the Amador Valley Game Design Club in 2016.

Volunteered at a Valley Humane Society from 2012-2016.

Member of Amador Valley Swim Team from 2014-2016

REFERENCES

Suomin Cui: <https://www.linkedin.com/in/suomin-cui-2703086>

James Naslund: <https://www.linkedin.com/in/jim-naslund-4031093/>

Mason Chow: <https://www.linkedin.com/in/mason-chow-3502a89a/>

Dan Garcia: <https://people.eecs.berkeley.edu/~ddgarcia/>