

# Julian Michael Rice

Linguistics & Computer Science | UCLA 2020

@: rice.m.julian@gmail.com | www.julian-rice.com | #: +1 (415) 706 2315 | GitHub: JulianMichaelRice

## Education

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University of California, Los Angeles | GPA: 3.4 / 4.0 SEP 2016 – JUN 2020

- ❖ Linguistics & Computer Science B.A., Japanese B.A, Entrepreneurship Minor

Kaohsiung American School | GPA: 3.8 / 4.0 AUG 2012 – JUN 2016

- ❖ IB Diploma: 37, CAS: 360 hours, ACT: 33 (STEM: 35), String Orchestra President & Concertmaster

## Work Experience

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Panasonic, AI Engineer Intern | Osaka, Japan JUN 2020 – AUG 2020

- ❖ Improved DL AI algorithms used to detect facial landmarks, concentration levels, and developed a real-time application for concentration ratio measurement. (Deep Learning, OpenCV)
- ❖ Developed PyQt5 program to facilitate experiment aiming to check accuracy of the CTR program that Panasonic currently uses. (PyQt5, Text, CSV parsing)

Logos News, iOS Engineer Intern | Los Angeles, USA APR 2020 – JUN 2020

- ❖ Optimized the app by modifying Swift code; generated 90%+ faster load time increases for user endorsements. Cleaned hundreds of lines of code in the codebase. (Swift, Xcode, Front)
- ❖ Implementing 2 new features into the base app using Swift and connecting the front-end to Firebase; Used git version control to work with others. (Git, Firebase, Back)

Microsoft, Campus Representative | Los Angeles, USA OCT 2017 – MAY 2018

- ❖ Gathered over 1000 total likes through social media and documented activity via reports and 25 interviews per week with UCLA students that own Microsoft hardware and software.

## Highlighted Projects

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Shujinkou: Japanese Language Learning JRPG (Game Programmer) OCT 2019 – PRESENT

Tools & Languages: Unity, C#, Python, Photoshop, Premiere Pro, HTML/CSS/JS [www.ricegames.net](http://www.ricegames.net)

- ❖ Designed and built 10+ features into the codebase, including gameplay, UI, data serialization.
- ❖ 15k+ unique visits to the website, 2k mailing list subscribers, covered by 15k+ game news sites.

Pearl: AI-Powered Earbuds (Frontend Programmer) NOV 2019 – DEC 2019

Tools & Languages: HTML/CSS/JS, jQuery, Bootstrap, Mailchimp

[www.pearlbuds.com](http://www.pearlbuds.com)

- ❖ Designed and built the entire website using AGILE methodology and updates 3 times a week.
- ❖ Increased subscriber conversation rate from 27% to 46%, decreased CPM by 26%.

## Highlighted Skills

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- ❖ **Skilled:** C++, C#, Python, HTML, CSS, JavaScript, Git, Unity, GameMaker 2, AGILE, DS & Algorithms
- ❖ **Experienced:** OpenCV, Keras, TensorFlow, Flask, React, Haskell, Swift, SQL, Photoshop, Premiere
- ❖ **Languages:** English (Native), Japanese (Fluent), Chinese (Conversational)

## Rice Games (Selected Accomplishments)

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- Exhibited his Japanese language learning game Shujinkou at the 2019 Tokyo Game Show.
- Created financial projections, pitch decks, business plans, recruitment (1000+ applicants), and more.
- Contacted by Chinese giant (Alexa Rank: 39) [bilibili](https://www.bilibili.com/) to collaborate with game publishing.
- Works as a programming tutor & more to earn money to pay the part time salaries of all 9 developers at Rice Games while double majoring and minoring at UCLA with internships and side projects.