

Ian Conceicao

Software Engineer

I am a recent computer science graduate with internship experience in full-stack development and research experience in machine learning. I am pursuing entry-level backend, full-stack, and machine learning roles.

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🐙 [Github.com/IanConceicao](https://github.com/IanConceicao)

🌐 ianconceicao.com

Experience

Amazon

Software Engineer Intern | 2022 Summer

- Led a cost minimization project for a cache that serves 30 million requests-per-hour for numerous types of Amazon devices
- Designed and implemented major infrastructure and software overhauls that cut the cache cost by 78%, projecting to save the org around \$1 million next year and more the following years as the service scales
- Overhauled the cache's codebase to a federated style architecture to provide seamless interoperability between various device types

Amazon

Software Engineer Intern | 2021 Summer

- Created a web application for owners to more effectively interact with a configuration database containing several tables
- Designed an intuitive layout that lead to a much simpler and less technically demanding workflow for software engineers and project managers
- Implemented practical features such as type-checking, version history, and access control to limit bugs and keep track of changes

Center for Vision, Cognition, Learning & Autonomy

Undergraduate Researcher (UCLA) | Oct 2019 — June 2021

- Developed optimal plans, in real time, for virtual agents to collaborate and cook meals together in 3-D photo realistic kitchens
- Generated dynamic scene graphs out of complex 3-D environments, allowing AI agents to more easily infer about and make plans in their environment

Lumentum

Information Security Intern | 2020 Summer

- Created a web dashboard providing the Information Security team real time alerting of security events and trends
- Improved the workflow for security admins to check system health by centralizing data from numerous sources onto clear graphs on a single page

Education

University of California, Los Angeles | 2018 - 2022

B.S. Computer Science - 3.60 GPA

Relevant Electives:

Artificial Intelligence
Computer Graphics
Computer Animation
Data Science
Database Systems

Machine Learning
Natural Language Processing
Reinforcement Learning

Technologies

Backend

JavaScript or TypeScript + Node.js + Express.js
Java + Spring
Python + Flask

Frontend

React jQuery

Databases

Redis (AWS) SQL
DynamoDB (AWS) MongoDB
S3 (AWS)

Research

PyTorch TensorFlow
NumPy UE4 & C++

Projects

Web App | Zoomie Roomies

- Created a website for college graduates to find future roommates: [Github.com/IanConceicao/ZoomieRoomies](https://github.com/IanConceicao/ZoomieRoomies)
- Implemented the data repository, business logic, and backend API

Multi Agent Deep RL | Tetris 99

- Developed a multiplayer Tetris game environment, implemented training algorithms, and optimized reinforcement learning agents to play above the human level: [Github.com/IanConceicao/Tetris-99-Deep-RL](https://github.com/IanConceicao/Tetris-99-Deep-RL)