Michael Yeh

Software Engineer

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🎓 Education

University of California - San Diego
Bachelor's Degree for Mathematics - Computer Science
Additional Area of Study in Cognitive Science, Theater, and Dance
Graduated June 12th, 2022

🧠 Skills

Coding Languages
- Bash
- Batch
- C
- C#
- C++
- GoLang
- Java
- JavaScript
- Python
- Rust
- TypeScript
- Unix Shell

Miscellaneous
- Amazon Web Services (AWS)
- Architecture Design
- Backend Development
- Cloud Development
- CI/CD Pipelines
- Cost-reduction strategies
- Event-driven Architecture
- Git/GitHub
- GitHub Actions
- IntelliJ
- Mathematics
- Serverless Applications
- Visual Studio Code

📇 About Me

My passion for coding began at the age of 11 when I realized that it was just like playing with Legos! It was challenging, it forced me to learn new skills, and I was able to iterate on my own designs. To this day, I still feel the same enjoyment when I understand something new, solve new problems, and create something cool with code.

💼 Professional Experience

UnitedHealth Group/Optum Technology

Full-Time Technology Development Program Associate
Remote | San Diego, CA | July 2022 - July 2023
- The Technology Development Program (TDP) consists of 2 6-month rotations on different teams.
- My first rotation was primarily focused on developing internal tools and CI/CD pipelines for the enterprise. I had to learn about the needs and demands of various teams and find ways to support them with reusable tools.
- My second rotation was on the UHC Rewards program, where I worked on reporting tools. I was also able to use the skills that I learned from my first rotation by migrating GitHub repos and replacing old, outdated CI/CD pipelines with new ones written with GitHub Actions.

Associate Software Engineer | Remote | July 2023 - February 2025
- After my year in the TDP program, I was offered a permanent position in the UHC Rewards program, where I began working on the backend team.
- I helped to develop existing backend code that consists of serveless, event-driven applications running on the cloud (AWS) written in Rust.
- One of my favorite accomplishments was designing and solutioning cost-saving measures to reduce API calls in our applications. Saving our organization thousands of dollars a month.
- I was one of the first people on my team to learn Go in order to help build a new application from scratch.

Software Engineer | Remote | February 2025 - present
- I am continuing my role as a backend engineer on the UHC Rewards team. After being promoted, I am excited and motivated to continue to improve my skills and work hard as an engineer. I also am looking forwards to taking on new tasks and solving bigger problems.
- One of the first problems I solved was a way to redrive massive amounts of SQS messages with no scaling limitations.

Cubic Corporation - Cubic Transportation Systems

Java Scrum Team Intern | San Diego, CA | 2021
- Developed a way for the company to be able to test product features in a closed environment utilizing REST API calls, an API proxy layer, web service layer, service layer, and database layer.
- Improved software build reports through fixing bugs and broken JUnit test cases.
- Achieved a better understanding of how to utilize GIT in an enterprise environment.
- Learned how to use the IntelliJ IDE and its integrated debugging and GIT tools.