

Michael Yeh

Software Engineer

📍 San Diego, California

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🎓 Education

University of California - San Diego

Mathematics - Computer
Science

Graduated June 12th, 2022

🧠 Skills

Coding Languages

- C
- C#
- C++
- GoLang
- Java
- JavaScript
- Python
- Rust
- TypeScript

Platforms & Tools

Amazon Web Services (AWS)
Git/GitHub
GitHub Actions
IntelliJ
Visual Studio Code

👛 Professional Experience

UnitedHealth Group/Optum Technology

Software Engineer | Remote | February 2025 - present

- Develop multiple backend systems running on AWS cloud that handles hundreds of millions of events from millions of users daily for the UHC Rewards Program.
- Design and implement new scalable services that fit into our current systems in order to create new features that can handle the high throughput.

Associate Software Engineer | Remote | July 2023 - February 2025

- Self-taught Rust to work on the existing backend system for the UHC Rewards Program.
- Reduced cloud costs by tens of thousands of dollars per month by designing and implementing ways to reduce API calls.
- Self-taught GoLang in order to develop a brand new platform from scratch to meet new business needs.
- Handled service tickets for problems affecting users and implemented permanent fixes for those issues.

Technology Development Program Associate

Remote | San Diego, CA | July 2022 - July 2023

- Saved development time across the enterprise by developing internal tools and modular CI/CD pipelines for a wide range of applications to meet the needs and demands of many different business segments.
- Developed backend systems to collect and process data from various datasources to assist in data reporting for the UHC Rewards program.
- Created a system to send marketing notifications to hundreds of thousands of mobile users in a short period of time.
- Modernized CI/CD infrastructure by developing new workflows in GitHub Actions.

Cubic Corporation - Cubic Transportation Systems

Java Scrum Team Intern | San Diego, CA | 2021

- Developed a testing harness by creating a REST API that connects to a service layer that handles creating, updating, and deleting test data in a database to allow for simulated testing instead of real-world testing.
- Fixed software build reports through fixing hundreds of bugs and broken test cases in our system.
- Achieved a better understanding of how to utilize GIT repositories in an enterprise environment.
- Learned how to use debugging tools to reduce the amount of time spent on figuring out bugs.