Michael Yeh

Software Engineer

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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

About Me

My passion for coding began at the age of II when I realized that it was just like building with Legos! I've always loved being creative, solving problems, and making things from scratch.



Professional Experience

UnitedHealth Group/Optum Technology

Software Engineer | Remote | February 2025 - present

- Develop and architect event-driven, serverless systems in Rust and Go on AWS.
- Designed a self-scaling solution to handle millions of events in a short time-frame on a schedule.

Associate Software Engineer | Remote | July 2023 - February 2025

- Develop core backend code using Rust running on AWS.
- Designed cost-saving measures to reduce API calls in our applications, which saves tens of thousands of dollars a month!
- Self-taught Go in order to help build a new application from scratch.

Technology Development Program Associate Remote | San Diego, CA | July 2022 - July 2023

- Developed internal tools and CI/CD pipelines for teams across the enterprise.
- Learned about the needs and demands of various teams then found ways to support them with reusable tools.
- Developed back-end systems to assist reporting for the UHC Rewards program.
- Modernized CI/CD infrastructure by migration Jenkins pipelines to GitHub Actions.

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.