

Kainoa Nishida

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EDUCATION

University of California, Irvine (UCI)

B.S. Computer Science — Minor in Mathematics

Expected December 2026
GPA: 3.95

- **Coursework:** Algorithms, Data Structures, Databases, Machine Learning, Neural Networks, Probabilistic Learning, Graph Algorithms, Game Theory, Probability, Advanced Linear Algebra, Discrete Mathematics
- **Awards:** ICS Honors (2024), Summer Research Scholarship (2025), National Merit Finalist (2022), Phi Beta Kappa Book Award (2023), Dean's List (All Quarters), UC Regent's Scholar (All Quarters)

SKILLS

Languages & Frameworks: Python, C++, C, Java, JavaScript, TypeScript, HTML/CSS, Bash, React.js, Next.js, Node.js, Express.js, Django

Tools: Git/GitHub, Figma, Linux/Unix, Docker, DigitalOcean, Firebase, MongoDB, PostgreSQL, Kubernetes, AWS, Render, Splunk, ServiceNow

Data Science & Machine Learning: SQL, NumPy, Pandas, Seaborn, Matplotlib, scikit-learn, PyTorch

PROFESSIONAL EXPERIENCE

Amazon

Software Development Engineer Intern - FES Glacier

Bellevue, WA

July 2025 – September 2025

- Designed and built a Lambda-driven workflow automator for an internal change-management tool using an AWS Bedrock multi-agent system, backed by an S3-based rolling-buffer ingestion pipeline.
- Drove a ~80% reduction in high-severity incidents during beta; projected to save 72,000+ engineer-hours/year (~18 hours/request × ~4,000 requests) with metrics, alerts, and documentation owned end-to-end.

Zhang Laboratory

Machine Learning Research Assistant

Irvine, CA

January 2025 – Present

- Packaged research code as a PyPI CLI (Tyro), enabling 50+ lab members to run standardized training/evaluation with minimal setup friction using Slurm scheduler.
- Prototype VAE-ODE pipelines for RNA velocity and run distillation experiments on DNA foundation models to accelerate inference while preserving accuracy.

Commit the Change

Software Engineer

Irvine, CA

November 2022 – June 2025

- Delivered production software for 3 nonprofits (Get Inspired, Feeding Pets of the Homeless, Colette's Children's Home), supporting 700+ staff and volunteers.
- Developed backend routes, database schema, and automated triggers in MySQL to streamline nonprofit logistics and reduce manual data entry.

Irvine Spatial Neuroscience Laboratory

Software Engineer

Irvine, CA

June 2024 – June 2025

- Led a migration from ShadCN to Chakra UI, unifying design tokens and theming, unlocking richer components, and enabling faster feature iterations with full parity.

LEADERSHIP EXPERIENCE

Commit the Change

Technical Lead and Education Director

Irvine, CA

August 2023 – June 2025

- Led a cross-functional team of 12 developers and 5 designers to take projects from requirements and design through launch and iteration.
- Ran professional development workshops for 70+ developers, covering industry practices and technical growth.
- Organized and facilitated 100+ mock interviews and mentoring sessions, providing individualized feedback and career guidance.

Donald Bren School of ICS

Learning Assistant, CS 161: Design & Analysis of Algorithms

Irvine, CA

Sept 2025 – Present

- Supported 216 students through weekly office hours and 1:1 guidance; clarified proofs, runtime and memory complexity, and algorithm design patterns.

PROJECTS

UCLA Ranked – Personal

TypeScript · React · Express · Firebase · PostgreSQL · Python · Selenium · BS4 · AWS

- Launched a peer-driven UCLA ranking platform, reaching 100+ users and accelerating on-campus profile discovery and recognition.
- Designed and implemented an Elo-based dynamic voting system to produce fair, skill-weighted rankings from user submissions.
- Built a Python (Selenium + BeautifulSoup) LinkedIn scraper that normalizes profiles into a PostgreSQL backend in ~10 seconds.

Sustainably – Caltech Hackathon

React · Node.js/Express · Chakra UI · Python (ML) · REST APIs

- Built a search engine that surfaces clothing from eco-friendly companies by training a deep-learning model to score “eco-friendliness” from multiple signals.
- Validated results against public ESG benchmarks and earned 2nd Place at the Caltech Hackathon.

Fabflix – UCI

Java · Tomcat · JDBC · MySQL · AWS · Kubernetes · Apache HTTPD · jQuery · reCAPTCHA

- Developed a full-stack movie e-commerce platform on AWS with Kubernetes orchestration, MySQL replication, and Apache load balancing.
- Implemented secure login, cart checkout, full-text search with caching, and reCAPTCHA bot protection.

Tomo No Fomo – Personal

React · Node.js/Express · PostgreSQL · Firebase

- Created a match-based platform that uses probabilistic modeling to connect members by shared interests each week.
- Launched in 2024 for Tomo no Kai, supporting 300+ members.