Michael He

(571)-835-5758 | michaelheinternships@gmail.com | linkedin.com/in/michael-he/ | github.com/MichaelHeUVA | US Citizen

EDUCATION

University of Virginia — Charlottesville, VA

Aug 2022 – May 2026

Bachelor of Science in Computer Science, Minor in Data Science

Dean's List, GPA: 3.94

Relevant Courses: Data Structures and Algorithms, Computer Systems and Organization, Discrete Math and Theory, Linear Algebra, Software Engineering, Artificial Intelligence, Computer Vision, Machine Learning, Reinforcement Learning, Natural Language Processing

SKILLS

Languages: Python (5 years), Java (6 years), JavaScript/TypeScript (4 years), HTML/CSS (4 years), SQL (1 year)
Frameworks: React.js/Next.js, Node.js, Tailwind CSS, Spring Boot, Material-UI, JUnit, express, Django, PyTorch, scikit-learn
Developer Tools: GitHub, Bedrock, Postman, Datadog, SQLite3, DynamoDB, S3, EC2, Figma, PostgreSQL, Lambda, MySQL
Soft Skills: Communication skills, Teamwork, Time management, Problem-solving, Motivated, Active listener, Disciplined, Attentive

EXPERIENCE

University of Virginia

Sep 2024 - Present

Technical Interviewing Workshop President

Charlottesville, VA

- Led a workshop 3 times a week for UVA students by walking through common data structures and algorithm leetcode problems.
- Facilitated whiteboarding sessions to collaboratively work through system design challenges and tradeoffs.
- Provided actionable tips for each stage of the interview process based on personal experience and industry best practices.
- Assisted over 20 students to get their dream internship (Meta, Amazon, Capital One, Roblox, Bloomberg, Zocdoc, Riot Games).

Amazon Web Services

May 2025 - July 2025

- Software Development Engineer Intern

 Designed and implemented an Digital Asset Management system automating image categorization for the AWS Documentation website using AWS SageMaker, processing 50,000 images.
 - Reduced manual categorization effort by 80%, saving approximately 40 hours per week compared to human-only classification.
 - Improved documentation consistency and customer experience by standardizing images across **329 AWS services** using a prompt engineered AWS Bedrock model.
 - Identified and reported a severity-2 security vulnerability in the documentation pipeline, collaborating with senior engineers to resolve the vulnerability within 48 hours.

GOBankingRates

May 2024 – Sep 2024

 $Software\ Engineer\ Intern$

Los Angeles, CA

- Ensured high performance with a 99.97% uptime by maintaining a mission-critical internal codebase used by over 2000 banks.
- Delivered 10+ new features and improvements by working with cross-functional teams.
- \bullet Reduced time to find a error by 75% by utilizing **Datadog** to monitor and report errors for kubernetes cron jobs.
- Developed and deprecated 3 API endpoints for image generation using Express.js, optimizing functionality.
- Engaged in daily stand ups and regular one-on-one meetings with the manager following an agile methodology.
- Employed Terraform for infrastructure as code to manage AWS CloudFront caching policies, enhancing content delivery efficiency.

Runway

Jan 2023 – Mar 2024

 $Software\ Engineer\ Intern$

Atlanta, GA

- Built a platform connecting early-stage startups with college students for freelance work engaging over 2000 college students.
- Contributed to Runway's place in the top 25 startups to watch in the 'Silicon Valley of the South' and a \$5 million evaluation.
- Managed and built over 20 user interface components and pages using Next.js for the job board, student and business profiles.
- Generated 5+ Spring Boot REST API routes hosted on an EC2 instance to organize over 200 business projects.
- Accomplished a 30% improvement in website loading speed and a 25% increase in user engagement with desktop and mobile devices by leveraging DynamoDB and S3 for data retrieval and storage, and utilizing Tailwind to create website components.
- Collaborated with project managers, UI/UX designers, and developers to define project goals, requirements, and timelines.

PROJECTS

Machine Learning Food Recognizer | ipynb, Python, scikit-learn, keras, tensorflow | Group Project

Sep 2024 – Dec 2024

- Leveraged the capabilities of scikit-learn to build an effective food recognizer model using a Kaggle dataset in a Jupyter Notebook.
- Preprocessed 101,000 food images distributed across 101 distinct classes, ensuring quality input for training and evaluation.
- Achieved a noteworthy test accuracy of 71.70% with a test loss of 1.1317, while also securing a top-5 accuracy of 91.31%.

HooGrades | Next.js, Tailwind CSS, AWS Lambda, AWS Dynamodb, AWS S3, AWS EC2, OpenAI API | Hackathon Project Mar 2024

- Developed a full-stack SaaS website using AWS Lambda for the API gateway and Next.js to grade student's homework with AI.
- $\bullet \ \ \text{Improved the website's interactivity and visual appeal by } \ \mathbf{50\%} \ \ \text{by integrating Framer Motion to incorporate fluid animations}.$
- Spearheaded the UI/UX design using Figma for HooGrades and utilized **OpenAI's vision API** to grade students' work.

• Implemented a backend architecture using Lambda, DynamoDB, S3, and EC2, ensuring high performance of the platform.

 $\textbf{CheapGPT} \mid \textit{Node.js, Discord API, OpenAI API, SQLite3} \mid \textit{Personal Project}$

Jun 2023 – Present

- Launched a Node.js based Discord bot to allow users to interact with ChatGPT 4 with vision in a discord server setting.
- Continuously maintained and updated the Discord bot to ensure optimal performance and scalability.
- Generated a file directory system when the text exceeded the Discord character limit.
- Implemented commands for users and allowed users to create multiple conversations.