

Michael Levin

+1 310-451-0012 | michaellevin42@ucla.edu | levinm.dev/ | linkedin.com/in/mikelevin-/ | github.com/MichaelLevin5908

EDUCATION

University of California - Los Angeles

Los Angeles, CA

Bachelor of Science in Computer Science and Mathematics, GPA: 3.7

Sep 2023 – Jun 2026

- Dean's Honors List, US History Bee competitor, Boys State alumni
- Relevant coursework: Data Structures & Algorithms, OOP, Computer Architecture, Probability & Statistics

EXPERIENCE

Software Engineering Intern

Jul 2024 – Sep 2024

Charge Health

Austin, TX

- Engineered and redesigned the UI in Flutter, enhancing the user experience for **10,000+** users
- Boosted performance and scalability by integrating system components with AWS Lambda and DynamoDB
- Reduced bugs by **30%** through comprehensive unit tests in Dart and Python, using Gradle, Mockito, and Moto
- Debugged and optimized functionalities, improving responsiveness and reducing user-reported issues by **25%**

Technical Recruitment Coordinator

Jul 2022 – Nov 2022

Lanhee Chen Campaign for Controller

Los Angeles, CA

- Recruited **30+** interns and managed a volunteer phone banking team that made **100,000+** calls
- Web scraped public school data using Beautiful Soup in Python to gather emails from over **2000** high schools
- Identified key individuals using Pandas and NumPy, and developed an OOP Python script that contacted **4000+** volunteers and school officials, boosting volunteer recruitment by **20%**
- Implemented the internship program at **7** schools by setting up and leading meetings with key school officials

Researcher and Event Manager

May 2022 – Oct 2022

Pioneer Academics

Los Angeles, CA

- Organized and facilitated collaborative meetings connecting **100+** students through interdisciplinary projects
- Co-authored an academic research paper with a Vanderbilt professor and presented findings to key officials
- Planned events to connect hundreds of scholars and led groups of ten scholars through the research process

PROJECTS

Clinic Finder Application | Dart, Flutter, AWS, GraphQL

Jun 2024 – Aug 2024

- Built a Flutter mobile app for locating specialized clinics, using AWS Amplify for backend integration and GraphQL for API management. The app features real-time search capabilities, enhancing clinic retrieval efficiency
- Established secure user authentication with AWS Cognito and encrypted storage on Amazon S3
- Integrated Google Maps API for navigation and automated clinic data updates, reducing data lag by **40%**

TunnelMan Game | C++

Jul 2024 – Aug 2024

- Engineered a 2D action game in C++ with complex mechanics, including player movement, inventory management, and enemy AI, enhancing code efficiency, and refining collision detection algorithms for improved gameplay
- Enhanced memory usage by **15%** and boosted frame rates by **25%** through efficient data structure design
- Employed robust data encapsulation practices and utilized STL containers like queues, vectors, and maps

Cricket Game | C++

May 2024 – Jul 2024

- Designed functions for dynamic memory management and crafted a linked list to manage cricket team operations
- Accelerated linked list traversal, reducing execution time by **20%** for datasets, enhancing data processing efficiency

Boston Housing Price Prediction | Python, Scikit-learn, XGBoost

Sep 2023 – Nov 2023

- Conducted extensive data cleaning and exploratory data analysis (EDA) using Pandas and Matplotlib, using statistics and probability to create a robust Linear Regression model for predicting Boston housing prices
- Refined model performance by applying Grid Search and hyperparameter tuning techniques, achieving a **73%** accuracy on a dataset containing over **500** data points, while reducing model training time by **15%**

TECHNICAL SKILLS

Languages: Dart, C/C++, Python, SQL, Bash, JavaScript, HTML/CSS, R

Frameworks: Flutter, React

Developer Tools: AWS, Git, Linux, Gradle, Mockito, VS Code, IntelliJ, Android Studio, Android SDK, Jira, Agile

Libraries: Pandas, NumPy, Matplotlib