Michael Levin

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EDUCATION

University of California - Los Angeles

Los Angeles, CA

Bachelor of Science in Computer Science, GPA 3.6

Sep 2023 - Dec 2026

- US History Bee competitor, Boys State alumni, Dean's Honors List
- Relevant coursework: Machine learning, Data Structures & Algorithms, Operating Systems, Computer Architecture

Experience

Software Engineering Intern

Jun 2025 - Present

GitHub

Los Angeles, CA

- Engineered a distributed notification system with Go, Kafka, and Azure, reaching millions and driving \$3M ARR
- Redesigned core UI components in React, TypeScript, and Ruby, enabling onboarding for 3 enterprise clients
- Delivered internship project 50% ahead of schedule, freeing additional time to resolve 4 high-priority P1 issues
- Developed a Rails REST API with Protobuf contracts for Cost Centers, reducing billing support tickets by 5%

Software Engineering Intern

Oct 2024 - Dec 2024

Helios Technologies

Gig Harbor, WA

- Developed a personalized clone interface using Large Language Models (LLMs), supporting over 1,000 active users
- Designed the UI with React, TypeScript, and Jest, employing Test-Driven Development to raise coverage by 20%
- Integrated Node is server components with AWS, optimizing the model to boost accuracy and cut costs by 5%

Software Engineering Intern

Jul 2024 – Sep 2024

Charge Health

Austin, TX

- Enhanced the user experience for over 10,000 users by engineering and redesigning the UI in Flutter
- Optimized performance and scalability by integrating AWS Lambda with DynamoDB using Boto3 and PynamoDB
- Reduced bugs by 30% through comprehensive unit tests in Python and Dart, using Gradle, Mockito, and Moto

Projects

Banking Application | Java, Spring Boot, React, SQL, Bootstrap, Postman, XML

Sep 2024 – Dec 2024

- Developed a full-stack banking application using Java Spring Boot and React, supporting **5**+ core banking operations and integrating RESTful APIs for efficient communication between frontend and backend
- Enhanced security with Spring Security and JWT, achieved 100% compliance with industry standards, and implemented an automated email notification system for transaction alerts and updates

Clinic Finder Application | Dart, Flutter, AWS, GraphQL, Python, Requests

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

<u>TunnelMan Game</u> | 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
- Employed robust data encapsulation practices and utilized STL containers like queues, vectors, and maps

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

Sep 2023 – Nov 2023

- Designed a robust Linear Regression model for predicting Boston housing prices, achieving 73% accuracy on 500+ data points through extensive EDA, data cleaning, and hyperparameter tuning with Grid Search
- Deployed the model using Flask and Vue for real-time predictions, enabling integration with web applications

TECHNICAL SKILLS

Languages: C++, Python, Go, TypeScript/JavaScript, Ruby, C, SQL, Java, Dart, Bash, HTML/CSS
Frameworks: React, Ruby on Rails, Spring Boot, Hibernate, Flask, Node.js, Tailwind, Flutter, Vue, Bootstrap, Vite
Developer Tools: Azure, AWS, Kafka, Cosmos DB, DynamoDB, Protobuf, Git, Linux, Docker, CI/CD, Agile
Concepts: Distributed Systems & Microservices Architecture, Cloud Infrastructure (AWS, Azure, GCP), Event-Driven
Systems (Kafka, Pub/Sub), Stream & Batch Data Processing (Spark, Flink), Scalable API Design (REST, gRPC,
GraphQL), Search Infrastructure (ElasticSearch, Lucene), Data Pipelines & Indexing, Systems Reliability &
Observability, Concurrency & Performance Optimization, CI/CD Automation, Security & Fault-Tolerance