

MIKE LUU

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EDUCATION

Chapman University

Bachelor's, Computer Science

December 2026

GPA: 3.9

- Courses: Data Structure and Algorithms, Object-Oriented Programming, Intro to Data Science, Statistics, Business Analytics, Linear Algebra, Calculus I, II, III, Database Management, Machine Learning

SKILLS

Skills: Postgres, SQLite, Cloudflare, Docker, Git, TypeScript, JavaScript, Go, Java, C++, Python, Pytorch, REST APIs, gRPC, Next.js, React.js

PROFESSIONAL EXPERIENCE

Pac-Dent

Software Engineer & IT Intern

Brea, CA, USA

December 2024 - February 2025

- Building a Slicing and Support API for 3D printing dental model with Python
- Develop an automation pipeline for data entry task using Microsoft Power Automate and Golang.

Chapman University

Student Researcher

Orange, CA, USA

November 2023 - Present

- Developed website for Chapman University's Earth System and Data Solution Labs using Next.js
- Implementing PostgreSQL database as a CMS for storing lab members info and past research papers.
- Developed website analytics like daily visitors, page views, session durations using Golang.

Perplexity AI

Campus Strategist / Volunteer

Orange, CA, USA

August 2024 - October 2024

- Share and get 50 new users for Perplexity consisting of undergraduates, master, and Ph.D students at Chapman University
- Create 3 different Perplexity Spaces such as Calculus, Discrete Math, Computer Science to help students prepare for finals.

Yboard

Founder

Los Angeles, CA, USA

June 2024 - November 2024

- Led the launch of an innovative AI note-taking app hosted on Cloudflare, managing the development of advanced search capabilities including BM25 and Vector Search
- Managed the implementation of hybrid retrieval methods, resulting in a 10x improvement in response time and 15% increase in accuracy
- Conducted extensive market research, engaging with 100 potential customers to validate product-market fit

PROJECTS & OUTSIDE EXPERIENCE

AI Voice Agent with LiveKit and Groq

- Developed a voice agent hosted on LiveKit cloud playground and used Groq's LLaMA-3.2 API for quick inference. With LiveKit and Groq, the average latency is around 500ms for each LLM responses.
- Implement for study purposes in revising different concepts in Math, Computer Science, and Japanese.

Distributed Key-Value Database in Go

- A Go-based key-value store that runs across 5 servers, handling 5,000 operations per second with fast response times (under 5ms)
- The system was implemented as a personal cache solution to improve application performance
- It scales efficiently with up to 12 servers before performance gains diminish.

Excel Data Migration API in Go

- Developed a Golang REST API endpoint that ingests an Excel file URL and migrates the data to a PostgreSQL database on Neon, able to migrate 5,000 rows in approximately 15 second.

WebRTC Video Conferencing in Go

- Built a peer-to-peer video system using Pion WebRTC library in Go that outperforms WebSocket solutions with 60% less bandwidth usage and 85% reduced server load
- Implemented complete signaling architecture that establishes direct connections between users rather than routing all video through servers.