# MIKE LUU

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# **EDUCATION**

**University of Southern California** 

May 2027

Bachelor's, Applied and Computational Mathematics

**Chapman University** 

May 2025

Bachelor's, Computer Science

GPA: 3.9

## **SKILLS**

**Skills:** Postgres, SQLite, SQL, AWS, Google Cloud Platform, Cloudflare, Docker, Git, TypeScript, JavaScript, Go, Python, Pytorch, REST APIs, gRPC, Next.js, Pandas

## PROFESSIONAL EXPERIENCE

# Korea University NLP&AI Lab

**South Korea** 

Machine Learning Engineer Intern

June 2025 - August 2025

- Supported building the Korean benchmark for a Vision Language model with 500 different data points
- Implemented and tested the Representation Efficient Fine Tuning (REFT) method for LLM that is 10-50x more parameter-efficient than Parameter Efficient Fine Tuning (PEFT) for LLM.

Pac-Dent Brea, CA, USA

Software Engineer & IT Intern

December 2024 - February 2025

- Built a Slicing and Support API for 3D printing dental model with Python. Automated data entry with Microsoft Power Automate and Golang API endpoints.
- Provided IT support to sale and marketing departments.

Perplexity AI

Orange, CA, USA

Campus Strategist / Volunteer

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

Los Angeles, CA, USA

Founder

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

## 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.

## 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.

## AI Health Challenge Generator

- Developed a personalized health challenge application using TypeScript, Convex, Next.js, Vercel AI SDK, and Gemini API that dynamically generates tailored fitness activities based on user prompts
- Ran a team of 3 students and had 15 computer science students to create their own challenges during the Hackathon.