

YUNKUN (RICKY) LU

USC 2027 May, SWE with 3 years experience

📍 Los Angeles, CA

in <https://www.linkedin.com/in/yunkun-lu/>

🔗 <https://www.github.com/PaperbagLife>

EDUCATION

University of Southern California M.S. in Computer Science

📅 2025 - 2027

📍 Los Angeles, CA

Carnegie Mellon University B.S. in Computer Science, Minor in Computational Finance

📅 2018 - 2022

📍 Pittsburgh, PA

GPA - 3.80/4.00 Distributed Systems, Artificial intelligence & Problem Solving, Design and Analysis of Algorithms

EXPERIENCE

Software Engineer at Clockwork Systems, Inc

📅 July 2022 - July 2025

📍 clockwork.io

- Set up (rack and stack) and managed 5 high-power-computing servers with GPUs, Infiniband/RoCE NICs. Optimized and accelerated networking fabric for AI/ML Training through a NCCL Plugin
- Developed a full-stack internal web platform with Flask and Vue/TypeScript to surface live cluster status, documentation, and diagnostic tools
- Collaborated with a cross-functional team, including designers and PMs, to build and maintain a customer-facing UI platform in Vue/TypeScript, delivering new features based on user feedback and release cycles
- Created and managed up-to-date documentations and starter projects for new hire onboarding, onboarded 5 new engineers in 2024-2025

Software Engineer Intern at Arista Networks

📅 June 2021 - Aug 2021

- Migrated existing service to run on Kubernetes, reducing CPU usage of bare metal servers by up to 10%
- Designed and implemented CI/CD pipeline to automate deployment of new builds to Kubernetes clusters, saved 20 min per future deployment
- Reformatted excessive verbose logging into JSON strings, reduced database load by 70% and made parsing easier

PROJECTS

Personal Website with Vue/Typescript

📅 Jan 2023 - Present

📍 <https://paperbaglife.github.io/>

- Maintaining a personal website with bio, coursework, project showcase and web games, hosted on GitHub
- Writing blogs on a monthly basis, sharing UX learning experiences, command line tools, and game design notes
- Developing games of different genres with Typescript/Vue to learn about different HTML Elements
- Managing TODOs and issues with a GitHub Project to add new features and keep website bug-free and up-to-date

Evaluating the Validity of Automatic Speech Recognition Technologies for Online Medical Counseling
Self Directed Research

📅 May 2020 - August 2020

- Transcribed medical videos using automatic speech recognition (ASR) APIs from Google, IBM, and Microsoft
- Evaluated the performance of the APIs using word error rate and Levenshtein distance
- Identified and evaluated factors that affect ASR performance, including distance from sound source and type of content

SKILLS

Python

C/C++

NCCL

RDMA

Serial/Minicom

Kubernetes

Shell Scripting

Vue/Typescript

Grafana