

# Steven Vu

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## Education

### University of Houston

Bachelor of Science in Computer Science | GPA: 3.8

Houston, TX

2026

## Experience

### Amazon

June 2025 – Aug 2025

Software Engineering Intern – Search Experience Team

Seattle, WA

- Designed Java impression-capping rules to reduce repeated search exposures across 10M+ users/day
- Provisioned AWS pipelines with CloudFormation (IaC), meeting an hourly sub-20m freshness SLA
- Implemented Redis TTL expirations to prevent stale impressions, sustaining 5M+ requests/hour reliably
- Optimized Java caching and Redis lookups to keep p99 enforcement latency under 25ms
- Added JUnit CI gates and CloudWatch alarms to detect regressions and ingestion staleness

### Roblox

Feb 2022 – Present

Software Developer - Heroes Battlegrounds

Remote

- Spearheaded development of Heroes Battlegrounds (1B+ visits, 20K+ CCU, \$2M+ annual revenue), a top Roblox title.
- Engineered large-scale multiplayer systems in Lua with combat, progression, and optimized server-client sync.
- Increased monetization by designing in-game purchases, balancing economies, and deploying clone-tested rollouts.
- Coordinated with 20+ developers on design, feature releases, and QA to deliver high-quality, engaging content.
- Developed custom profiling scripts and optimized server logic, reducing tick latency by 20% under peak load.

### Houston Housing Authority

June 2024 – Aug 2024

Software Engineering Fellow

Houston, TX

- Automated PDF ingestion and indexing using Python pipelines, cutting document retrieval time 40%
- Integrated Freshdesk ticket data into SQL dashboards to track resolution metrics and issues
- Optimized SQL queries and schemas, improving staff record retrieval accuracy by 30%
- Created batch scripts to automate IT support tasks, reducing manual workload by 25%

## Projects

### ResumeForge | FastAPI, JavaScript, OpenAI/Gemini API, LaTeX, Docker, Render

- Built a web app generating LaTeX resumes from job descriptions using agent orchestration
- Implemented rules-driven workflow parsing to reuse prior outputs and improve context retention
- Added HttpOnly cookie proxy sessions to prevent client-side API key exposure risk
- Engineered server-side PDF compilation with timeout guards, endpoints, and robust input sanitization

### League of Legends Win Rate Predictor | Python, Scikit-Learn, Flask

- Benchmarked 500K+ matches; deployed XGBoost achieving 52% draft accuracy (+18% baseline)
- Improved model performance via feature engineering and GridSearchCV over tuned hyperparameters
- Built a Flask inference API with dashboards, sustaining low-latency batch prediction responses

## Technical Skills

**Cloud/DevOps:** AWS, CloudFormation (IaC), CI/CD, Docker, Kubernetes, CloudWatch, Linux, Git, Monitoring

**Languages:** Python, Java, Go, C++, TypeScript, SQL, Lua

**Backend/Data/Tools:** REST APIs, FastAPI, Flask, Redis, Postgres, EMR, Step Functions, JUnit, PyTest