

# 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, implemented, and validated impression-control rules, capping exposures for 10M+ users/day.
- Delivered an EMR + Step Functions pipeline ingesting 10M+ hourly events into ElastiCache in <20 minutes.
- Implemented Redis TTL schemas to expire stale impressions, sustaining correctness at 5M+ requests/hour.
- Optimized caching enforcement to keep impression checks p99 under 25ms at peak load.
- Built telemetry dashboards for impression rates, latency, and ingestion freshness to drive metrics.

### Roblox

Feb 2022 – Present

Game Developer – Heroes Battlegrounds

Remote

- Led end-to-end feature delivery for Heroes Battlegrounds (1B+ visits, 20K+ CCU, \$2M+ revenue).
- Engineered scalable multiplayer systems in Lua, improving stability for combat, progression, and sync.
- Increased monetization by shipping purchases and economy changes with clone-tested rollout gates.
- Coordinated releases with 20+ developers and QA, translating designs into reliable, shippable updates.
- Built profiling scripts and optimized server logic, reducing tick latency 20% under peak sessions.

### Houston Housing Authority

June 2024 – Aug 2024

Software Engineering Fellow

Houston, TX

- Automated PDF ingestion and indexing via Python pipelines, cutting document retrieval time by 40%.
- Integrated Freshdesk ticket data into SQL dashboards, enabling metrics-driven tracking of trends.
- Optimized SQL queries and schemas, improving retrieval correctness by 30% for staff record access.
- Created batch scripts to automate IT support workflows, reducing manual workload by 25% for staff.

## Projects

### Distributed Chat Service | Java, WebSockets, Redis, Kafka, Docker, AWS

- Architected a distributed chat system with auth, persistence, and Redis pub/sub to scale horizontally.
- Implemented Kafka-based ordered delivery and load-tested message flow to 50K+ concurrent simulated users.
- Deployed containerized services to AWS with Docker + Kubernetes, adding metrics dashboards for latency.
- Tested fault tolerance by injecting node failures and verifying stable routing during outages.

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

- Benchmarked models on 500K+ matches; deployed XGBoost achieving 52% draft accuracy (+18% baseline).
- Improved results via feature engineering and GridSearchCV, strengthening analytical problem-solving on data.
- Built a Flask inference API with real-time dashboards, sustaining low-latency responses for batch runs.

## Technical Skills

**Backend:** Java, Python, C++, TypeScript/JavaScript, REST APIs, Redis, Kafka, WebSockets, concurrency

**Data:** SQL (Postgres), Pandas, NumPy, scikit-learn, statistics, Jupyter, ETL pipelines, XGBoost, feature engineering

**Cloud/Tools:** AWS (EMR, Step Functions, ElastiCache, S3, CloudWatch), Docker, Kubernetes, Linux, Git, CI/CD, JUnit, PyTest, Selenium