Steven Vu

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Education

University of Houston — Houston, TX
Bachelor of Science in Computer Science | GPA: 3.8 — *2026*

Experience

Amazon — June 2025 – Aug 2025
Software Engineering Intern – Search Experience Team — *Seattle, WA*
- Designed Java impression-capping rules to limit repeated search exposures across 10M+ users/day.
- Built AWS EMR and Step Functions pipeline for automated ingestion under sub-20m SLA.
- Implemented Redis TTL schema to auto-expire stale impressions, sustaining 5M+ requests/hour accuracy.
- Optimized caching to enforce impression caps at p99 under 25ms, improving reliability.
- Added JUnit tests and CI/CD checks; built dashboards and alarms for latency.

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 via Python pipelines, cutting document retrieval time 40%.
- Integrated Freshdesk ticket data into SQL dashboards, tracking operational resolution metrics for IT.
- Optimized SQL queries and schemas, improving data accuracy 30% for staff access.
- Created batch-script automation for repetitive IT support tasks, reducing manual workload 25%.

Projects

ResumeForge | FastAPI, JavaScript, OpenAI/Gemini API, LaTeX, Docker
- Built web app automating LaTeX resume tailoring to job descriptions via agent orchestration.
- Implemented dynamic workflow parsing from editable rules, improving maintainability across SDLC iterations.
- Added API-key proxy sessions with HttpOnly cookies, strengthening security against client exposure.
- Dockerized server-side PDF compilation with timeout guards, enabling repeatable deployments and previews.

League of Legends Win Rate Predictor | Python, Scikit-Learn, Flask
- Benchmarked models on 500K+ matches; deployed XGBoost achieving 52% draft accuracy.
- Improved predictive performance using feature engineering, including synergy metrics and one-hot encoding.
- Built Flask inference API for low-latency predictions, improving service reliability under load.

Technical Skills

Languages: Python, Java, Go, C++, TypeScript, Lua, SQL
Cloud/DevOps: AWS (EMR, Step Functions, S3, Lambda, CloudWatch), Docker, CI/CD, Linux, Git, Redis
Systems/Data: SRE, Monitoring/Alerting, Deployments, Automation, Security, Testing (JUnit, PyTest), Postgres