

EXPERIENCE

Facebook, Inc.

Software Engineering Intern, Stories Composer

Menlo Park, CA

Jun 2020 – Sep 2020

- Designed and developed infrastructure to integrate iOS context menus into Facebook iOS app's generic media picker, allowing users to display previews and context menus via a long press
- Dispatched calls to fetch data, update app caches, and render UIKit UI interfaces with Objective-C/C++, including a favorites indicator for the Facebook iOS app Stories Composer gallery
- Built a scalable, scrollable toolbar component with ComponentKit for the Facebook iOS app unified media editor used by Stories and Feed Composer to scale for future editor tools

InTouch Health

iOS Developer Intern / Part Time

iOS Developer Intern

Santa Barbara, CA

Sep 2019 — Dec 2019

Jun 2019 — Sep 2019

- Implemented a WebRTC signaling system used to communicate between iOS app and medical robots during audio/video sessions
- Built an in-call image sharing platform, allowing images to be shared simultaneously to all connected medical robots and remote users
- Led design review to manage the impact of integrating Swift into a primarily Objective-C/C++ app ecosystem in order to leverage power Swift features such as enums with associated values

EDUCATION

University of California, Los Angeles

B.S. in Computer Science

Los Angeles, CA

Sep 2018 — Jun 2022

Officer at ACM ICPC (International Collegiate Programming Contest)

Mentorship Chair at UCLA UPE (Upsilon Pi Epsilon / Computer Science Honor Society)

GPA: 3.75

SKILLS

Languages C/C++, Objective-C, Swift, JavaScript, Python, Bash, OCaml, Prolog, Scheme

Technologies Emacs, Git, UIKit, ComponentKit, React, React-Native, Django, \LaTeX

CS Coursework Algorithms and Complexity, Operating Systems, Programming Languages, Computer Networks, Distributed Systems, Probabilistic Programming and Relational Learning

SELECTED PROJECTS

LA Blueprint

Project Lead

Developer

<https://github.com/labblueprint/ptv-mobile-app>

Jun 2020 — Present

Jan 2020 — Jun 2020

- React-Native mobile application and JavaScript web console built for a non-profit, Project for Torture Victims
- Designed to provide information, resources, and a forum to facilitate communication between staff, asylum seekers, and refugees

health.ai

Developer

<https://github.com/k8iechen/Treehacks2020>

Feb 2020

- Web and native iOS application that leverages a machine learning algorithm that uses both Natural Language Processing (ANN) and classification (kNN) to recommend patient tests
- Winner of Most Energy Efficient/Sustainable Energy Hack at TreeHacks 2020

Sincerely, AI

Developer

<https://github.com/jamqd/SincerelyAI>

Jan 2019

- Deep learning project designed to classify sincere from insincere text with a model trained using transfer learning
- Implemented backend API with Django, wrote and trained ML model with Keras and AWS, implemented UX through Chrome and Firefox browser extensions integrated with Twilio API