

Sean Vu

seanvu123@gmail.com | www.linkedin.com/in/sean-vu-4a18411a9 | <https://Sean-Vu.github.io> | Tel: (714)-417-1949

U.S Citizen | Open to Relocation

EDUCATION

The University of California, Los Angeles

Bachelor of Science, Computational Systems | Concentration: Data Science

Expected Graduation: June 2024

Sept. 2020 - Present

Cum. GPA: 3.96

Coursework: Algorithms and Complexity, Data Structures and Algorithms, Discrete Mathematics, Linear Algebra, Introduction to Programming Languages

EXPERIENCE

Meta / Major League Hacking | React.js, Next.js, Javascript, Python, Firebase, Git

Huntington Beach, CA

Software Engineer Intern / Open Source Fellowship

Feb 2023 - Present

- Engineered a CRUD speech-to-text application that utilizes the GPT language model for Meta Labs that is currently being used by over 150 participants in a study conducted by Meta labs. ([Info link](#))
- Created an integrated backend API with Firebase database to support up to 50,000 document reads and 20,000 document writes in a user session, ensuring scalability and reliability.
- Utilized React.js and Tailwind to create a modern, user-friendly interface with an intuitive application workflow that enhances user experience.
- Implemented best practices in software engineering, including version control using Git, code reviews, and testing to ensure high quality software development.

Inari | C++, SQL, Matplotlib

Irvine, CA

Software Engineer Intern

June 2022- Sept 2022

- Streamlined development of unit test suites in C++ ensuring proper data input from 175 biomedical devices including blood flow measurement tools and heart rate trackers. ([Info link](#))
- Overhauled design of data visualization components to illustrate research data using Matplotlib to capture blood flow and heart rate fluctuations in 175 at-risk patients.
- Collaborated with team members to enhance testing framework coverage and improve codebase quality.

PROJECTS

Tunnel Man | C++

- Formulated a 2D pixel art game involving level-based progression, basic objective completion, and caching point system. ([Info link](#))
- Devised object-oriented programming practices allowing for game object interaction to institute a working inventory, input-triggered animations, and sound effects.
- Implemented path-finding algorithms for enemy-player interactions.
- Engineered intelligent enemy communication between player and enemy.

Website Portfolio | HTML/CSS/JS

- Utilized HTML attributes to modify existing website architecture allowing for visualization of photos, videos, and descriptions.
- Revamped CSS/JS methods to create visually appealing UI and practical functionality including buttons, transitions, and links.

LEADERSHIP

Upsilon Pi Epsilon at University of California, Los Angeles (UPE)

Los Angeles, CA

Tutoring Chair

May 2021- Present

- Orchestrated test review and project implementation for introductory computer science classes while supervising peers through coursework and projects. ([Info link](#))
- Utilized strong analytical and problem-solving skills to assist students with challenging problems and concepts.

SKILLS / INTERESTS

Technical Skills: C++, React.js, Next.js, Firebase, Git, Python, SQL, Linux, HTML/CSS, Microsoft Office

Interests: Redux, Ember, Angular, Rails, EventMachine, Django, Flask, SQL Database, NoSQL Database, Spring Framework, Surfing, Cycling, Wrestling