Allen Sien

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Github: github.com/Sienallen | Portfolio: sienallen.github.io/

Education

University of California, Irvine - Henry Samueli School of Engineering   **Irvine, CA**
B.S. in Computer Engineering
- **Coursework:** Data Structures and Algorithms, Computer Architecture, Logic Design, Embedded Systems, Programming, Operating Systems, Parallel Programming, Autonomous Systems

Meta Front-End Developer Certificate – Coursera
- Covered: HTML/CSS, JavaScript, React, UX/UI, Git, Capstone, Interview Prep

Work Experience

Physical Intelligence, AI start-up   **San Francisco, CA**
Operator Lead   *March 2025 - Present*
Robot Operator   *May 2024 - March 2025*
- Developing and training robots to automate daily tasks, from folding clothes to putting dishes in a dishwasher through the collection of 70-100 hours of data daily to improve accuracy in task execution and reducing errors
- Collaborating with researchers and engineering team to refine robot behaviors, achieving 60%-80% success rate in autonomous task execution and significantly improving operational efficiency
- Reducing robot malfunction incidents through effective troubleshooting and reset protocols and documenting issues by providing insights that contribute to system enhancement and reduce system downtimes as a result
- Analyze and annotate collected data to identify and differentiate between optimal and suboptimal robot actions, driving continuous improvement and accuracy
- Managed a team of 20 across multiple offsite locations, keeping tasks on schedule through clear communication, smart delegation, and structured planning. Coordinated logistics, maintained progress tracking, and ensured each site operated smoothly with minimal downtime.

Personal Projects

Riz's Craft, eCommerce Project   *May 2024 - Present*
- Developing an eCommerce website utilizing React with TypeScript, ensuring a robust and scalable application
- Enhancing user experience through efficient use of React libraries to efficiently display and manage information and data
- Improving site usability and visual appeal across devices by designing and implementing responsive and interactive styles using CSS
- Implementing backend features using Django, including product catalog and user authentication.

Autonomous Chess Board, Senior Design Project   *September 2022 - March 2023*
- Collaborated with a team to design and develop a chess-playing robot capable of autonomous gameplay
- Programmed control systems for motors and an electromagnet, enabling precise piece movement either via app-based commands or an embedded algorithm
- Enabled gameplay between a physical board player and a remote app player through Wi-Fi connectivity.
- Delivered weekly progress reports and presentations to our project mentor, demonstrating ongoing development and addressing feedback

Chess Program, Software Engineering Project in C Language   *March 2021 - June 2021*
- Partnered with a collaborator to develop a chess game from scratch using C
- Managed project source code and documentation on GitHub for version control and collaborative development
- Conducted daily progress presentations to lab supervisors, providing updates on development

Skills

Languages: Python, Typescript, Javascript, C/C++, Java, HTML, CSS
Frameworks: Django, React