Simon Cun

909-288-9846 | simoncun2586@gmail.com | linkedin.com/in/simon-cun | github.com/Simon-Cun | simoncun.vercel.app

EDUCATION

University of California, Riverside   GPA: 3.93/4.00 | September 2024 – May 2027
Bachelor of Science in Computer Science   *Riverside, California*
Relevant Coursework: Data Structures & Algorithms, Discrete Structures, Software Construction

TECHNICAL SKILLS

Languages: Java, Python, C/C++, TypeScript/JavaScript, HTML/CSS, SQL
Frameworks: React, React Native, Next.js, Node.js, Expo, Tailwind/NativeWind
Databases & Cloud: Supabase, PostgreSQL, AWS
Tools: Git, GitHub, Github Actions, Figma, OpenAI, Linux, Supabase

WORK & EXTRACURRICULAR EXPERIENCE

Undergraduate Learning Assistant   Riverside, CA
Undergraduate Learning Assistant / Tutor - Professor Neftali Watkinson   *October 2025 – Present*
- Delivered 12+ hours/week of student support, improving retention and performance for classes of over 100+ students.
- Mentored students on Agile Development   and CI/CD Pipelines using GitHub Actions in order to automate testing.
- Assisted students during weekly lab sessions with LC-3 assembly debugging through instruction-level tracing, register/memory inspection, and reinforcing memory organization concepts to build strong low-level debugging skills.

Association for Computing Machinery @ UCR (ACM@UCR)   Riverside, CA
Software Engineer, Web Developer, & VP of Internal Affairs   *December 2024 – Present*
- Developed ACM projects, enhancing code efficiency and contributed to both frontend and backend systems.
- Turned 5+ Figma wireframes into responsive websites, participating in Scrum Meetings to deliver weekly updates.
- Organized and supported 10+ events per quarter, ensuring smooth communication within organization, and officers.
- Managed internal documentation and scheduling for ACM Internal Affairs by maintaining event timelines, tracking resources, coordinating logistics, and streamlining events by 40% and overall increasing community engagement by 60%.

PROJECTS

Reel-To-Real | *Vite, React, TypeScript, FastAPI, Python*   **github.com/Simon-Cun/ReelToReal**
- Won 2nd Place overall out of 300+ participants at SB Hacks XII building a travel agent to streamline trip planning.
- Integrated the Twelve Labs API for video parsing and scene-level location extraction and GeminiAPI for validation.
- Developed a FastAPI backend pipeline (async I/O + multithreading) to scrape and normalize POI metadata using BeautifulSoup + DuckDuckGo Search, reducing end-to-end itinerary generation latency under high request volume.
- Implemented a Modified Traveling Salesman Problem Algorithm with time-window constraints (opening hours + travel distance/time) to generate efficient, feasible multi-stop itineraries with minimal backtracking, reducing travel time.

Dragon Quest ++ | *C++, CMake, GoogleTest, Git, Github Actions*   **github.com/Simon-Cun/DragonQuest++**
- Developed a C++ CLI game using inheritance and polymorphism through abstract base classes and subclasses, applying SOLID principles to separate responsibilities enabling extensible feature development improving maintainability.
- Ensured code quality with GoogleTest unit tests and GitHub Actions CI/CD for automated builds and testing.
- Collaborated in a Scrum-based Agile workflow, involving stand-ups, sprint planning, delivering features on schedule.

Cutie Mood | *React Native, Expo, Gemini API, TypeScript, PostgreSQL*   **github.com/kellyma626/cutieMood**
- Co-developed a cross-platform mobile app for mood tracking and journalism logging 120+ entries logged during testing.
- Integrated Supabase for secure data storage and synchronization, enabling seamless cross-platform use and reliability.
- Designed a calendar-based mood tracking UI by building interactive views and edit/delete workflows, enabling users to quickly navigate dates, revise past entries, and access historical mood trends to support consistent long-term journaling.
- Built a chatbot interface using GeminiAPI with error fallbacks, ensuring uninterrupted user experience during downtime.

Autonomous Drone | *Python, SolidWorks, Git*   **github.com/acm-ucr/drones-skyflow**
- Engineered drone body and precision jigs in SolidWorks, reducing calibration errors by 15% and supporting flight accuracy.
- Helped debugging and refinement of Python-based control algorithms, improving drone stability and autonomy by 20%.
- Conducted extensive stress testing on drone chassis and motor under variable loads, increasing durability by 25%.