

Simon Cun

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Education

University of California Riverside

Bachelor of Science in Computer Science

GPA: 3.93/4.00 | Riverside, CA

September 2024 – May 2028

- Relevant Coursework: Data Structures & Algorithms, Discrete Structures, Software Construction
- Awards: Chancellor's Honors List, Chancellor's Scholarship

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, Figma, OpenAI, Linux

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**.
- Transformed **5+ Figma wireframes** into responsive websites and participating in **Scrum Meetings** to deliver 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%**.