Vincent Myint

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EDUCATION

University of California, Berkeley   Berkeley, CA
Bachelor of Arts in Computer Sciences   *Expected Graduation: December 2024*
Relevant Coursework: Data Structures & Algorithms, Discrete Mathematics, Efficient Algorithms, Computer
Architecture, Operating Systems, Computer Security, Database Systems, Artificial Intelligence & Machine Learning

EXPERIENCE

Software Engineer Intern   December 2023 – March 2024
OurCo   *Remote*
- Built *OurCo's* third iteration of their mobile app–used by 5000+ active users utilizing Swift following MVVM
- Migrated 5000+ lines of code to Cloud Infrastructure using (Terraform, TypeScript CDK) and integrated with
  AWS Resources (EventBridge, Kinesis, S3, DynamoDB)
- Streamlined database operations resulting in 60% less app latency by writing GraphQL API endpoints on AWS
  AppSync to fetch data across different PostgreSQL tables
- Designed GraphQL schemas for communities and users on the OurCo platform–writing any SQL queries and
  GraphQL pipeline resolvers responsible for any CRUD operations

Software Engineer Intern   August 2023 – December 2023
Memorial Sloan Kettering Cancer Research Center   *Remote*
- Trained and deployed MSK's blood and bone marrow cell-classification tiling-tool from 23 cell categories with
  Python and PyTorch achieving 99% test accuracy
- Developed 3 REST APIs integrated with API Gateway for cell-classification research tools and tested with Jest
- Improved data performance for frequent cell classification queries by 90% caching uploaded cell media using Redis
- Migrated MSK research tools to a serverless infrastructure by deploying their Docker Container onto Amazon
  Fargate with IaC utilizing AWS TypeScript CDK

Teaching Assistant   August 2023 – December 2023
University of California, Berkeley   *Berkeley, CA*
- Assisted students at labs and office hours for classes of 1000+ students on homework, labs, and projects
- Prepared course material on Python, Recursion, Object-Oriented Programming, Interpreters, SQL, and Scheme

PROJECTS

Compare.ai | *React.js, Express, Node.js, PostgreSQL*   May 2024
- Built a web-app compiling AI and Real Images by developing REST APIs for image pre-processing/rendering
- Built an AI Chatbot that mimics human texting-incorporating RAG with LangChain, VectorDB, and LLama3
- Designed a game to chat with the chatbot or a live user by implementing a real-time chat room using WebSockets

PintOS | *C/C++, Unix, Assembly, Shell*   January 2024 – May 2024
- Extended a 80x86 arch framework by implementing VMEM, kernel threads, loading and running user programs
- Supported multi-threading with priority donation for locks with fine-grained locking and a strict priority scheduler
- Implemented Fast-File System with extensible files and subdirectories and a buffer cache between disk and memory

Pokémon Game | *Java*   Feburary 2023 – March 2023
- Created a Pokémon game with pseudo-random worlds from 1million+ worlds using a graph implementation
- Leveraged OO Programming to design customized gameplay mechanics with Pokémon classes and unique battles
- Implemented a feature where an enemy Pokémon chases the player using various single-source path algorithms

CERTIFICATES & AWARDS

- CodeSignal General Industry Framework (Score: 600/600)   *September 5, 2024*
- Meta Professional Full-Stack Developer Certificate   August 23, 2023

TECHNICAL SKILLS

Languages/Frameworks: Java, Python, C/C++, SQL, Java/TypeScript, Rust, Swift, GoLang, Node.js, Flask, Django
Tools: Git, Docker, Redis, React, Express, AWS, MongoDB, Linux/Unix, Pandas, NumPy, Scikit, PyTorch