JIAWEI WENG

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Objective

Seeking a full-stack Software Development Engineer full-time position, where I can leverage my experience in front-end and back-end development to build scalable applications and deliver high-quality user experiences.

Education

University of Florida, FL

B.S. in Computer Science

2021 - 2025

Technical Strengths

Computer Languages C++, C, Java, Python, SQL, TypeScript

Frameworks React, Node.js,Next.js

Tools Git, Clerk, Google Cloud Platform, Supabase, Prisma (ORM), Docker,

MongoDB, RESTful API

Course Project

Cache Simulator | Simulation Program | 2023

- Developed a cache simulator using C++ to read a memory access trace from a file, determine whether each memory access is a hit or a miss, and calculate the overall hit rate.
- It simulates different main memory and cache sizes, cache associativity (direct mapped, n-way associative, fully associative), and replacement methods (LRU, FIFO).

Custom Binary Search Tree | Data Structure Program | 2022

- Created a custom BST using C++ that can store student names and IDs, providing operations to add, remove, and search students in the tree.
- Supports printing student data in different traversals (in-order, pre-order, post-order), allowing easy organization and retrieval based on IDs.

Side Project

AIDE | Full-Stack Developer | September 2024 - Present

- User Authentication: Integrated Clerk for secure sign-ups, logins, and session management, handling identity verification seamlessly.
- RESTful APIs and AI Services: Built a front-end/back-end data flow via RESTful APIs, utilizing third-party LLM endpoints for advanced AI responses. Introduced a *tool call* mechanism (e.g., real-time weather, calculator) to ensure more accurate, context-aware outputs.
- Data Persistence: Employed Supabase (PostgreSQL + Prisma) to store user conversation content and manage version control. This setup maintains robust data integrity while simplifying schema migrations.
- Editing Lock for Collaboration: Implemented a lightweight concurrency lock so that once a user is editing a piece of content, others must wait until it's released—preventing overwrite conflicts and ensuring consistent versioning.