

Andrew Bruce

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Objective

A summer internship in machine learning, software engineering, or full-stack web development.
I am available to work full time from June 17, 2024 to September 20, 2024.

Experience

2023-2024

Machine Learning Intern - Suzhou Benqio Technology Ltd., Suzhou, China

- Quantized LLMs using CUDA backend
- Wrote custom HTTP servers implementing REST APIs
- Wrote a pipeline for OCR-ing PDFs, sentence embeddings, and storing sentences in a semantic lookup vector database for an insurance company
- Wrote a frontend website running WebAssembly in the browser
- Designed and built an LLM document chat web app, frontend, and backend

2022 - 2023

Embedded and Frontend Developer - PinPoint, Santa Cruz, California

- Programmed embedded applications on Raspberry Pi Pico and Arduinos
- Cross-compiling to ARM AArch64
- Communicated between multiple microcontrollers using I2C and UART protocols
- Sent data to cell networks through LTE chips
- Wrote lots of Python scripts for data processing
- Real-world software deployment
- Frontend integration with Google Maps

2019 - 2022

Mobile Game Developer - AbiTalk, Inc., San Jose, California

- Developed educational mobile games for learning English
- Worked with Apple ecosystem, Swift programming, and App Store publishing

Education

2022-Present

University of California Santa Cruz

I will complete a BS in computer science in June 2024. I will start an MS in computer science in the fall of 2024. I will complete the MS in June of 2025 through UCSC's Contiguous Pathways master's degree program. My current GPA is 3.92, with a GPA of 4.0 in my CS classes.

Skills

C++, Rust, Python, JavaScript, TypeScript, React, PHP, SQL, Node.js, Full-stack, Git, PyTorch, Tensorflow, Keras, CUDA, Machine Learning, Linux Programming, Linux Device Drivers, Embedded Programming, Computer Vision, OpenGL, GLSL, WebAssembly, Agile Methodology, Mandarin Chinese (intermediate)