

ansonpoon77@gmail.com
508-714-1399

ANSON POON
anson-poon.com

LinkedIn: linkedin.com/in/anson-poon/
GitHub: github.com/anson-poon

EDUCATION

Oregon State University

Bachelor of Science in Computer Science

Relevant Coursework: Data Structures, Computer Architecture, Algorithms, Web Development, Operating Systems

Expected Graduation: Mar 2025

Honors Roll for 3 Quarters, GPA: 4.0

University of California, Los Angeles (UCLA)

Bachelor of Arts in Architectural Studies

Sep 2019

TECHNICAL SKILLS & CERTIFICATIONS

Languages: C, C++, Python, Java, Kotlin, JavaScript, HTML, CSS, Bash, SQL

Frameworks & Tools: Express, React, Node.js, MongoDB, Linux/Unix, Agile, Unit Testing, TDD, Continuous Integration, Figma, Photoshop, Arduino, 3D printing, Android Studio, Git, GitHub

Certifications: UCLA-X Interior Design (2021), CodePath Android Development (2024)

WORK EXPERIENCE

Software Engineer – AI Training | Outlier AI

Jan 2024 – Present

- Optimized LLMs through the development and analysis of real-world coding prompts in JavaScript, Swift, Python.
- Improved chatbot accuracy and quality by identifying deviations in the AI-generated outputs.

Teaching Assistant | Oregon State University

Sep 2023 - Present

- Provided peer mentoring, grading, and office hours for cohort of 100+ students in Software Engineering I course.

Design Intern | NOMAD Interior Design

Aug 2020 - Sep 2020

- Collaborated with design lead and team on site-modeling using Revit, AutoCAD, Sketchup, Photoshop.
- Supervised interior installation for a mid-size company, gained leadership skills in addressing client inquiries on-site.

PROJECTS

Care For All Electronic Health Record

- Improved medical records logging through collaborative development of a full-stack EHR database management site.
- Utilized React and MySQL, adhered to MVC design pattern, established REST API to streamline CRUD operations.

iHomie Android App

- Led an agile team to develop a real estate app to browse properties, save favorites, get location-based recommendations.
- Utilized Kotlin, XML, Material Design 3, Firebase Authentication, Room, Zillow API, Git.

Mixed Reality Furnishing | OSU App Development Club Frontend Team

- Coordinated the development of a Meta Quest Pro app to furnish spaces within the mixed reality environment.
- Developed scripts in C# to import and load GLTF model files from AWS server to headset.
- Regular sprints and meetings with backend team to integrate controller scripts into a GUI in Unity.

Dynamic Volume Equalizer

- Developed an embedded system utilizing Arduino microcontroller to automate volume level based on vehicle speed.
- Decoded real-time GPS data to servo motor rotational angle in C++ for precise volume knob control.
- Enhanced driving safety through automation, integrated the system with 3D printed components.