

DAVID HAN

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EDUCATION

University of Southern California Viterbi School of Engineering

Los Angeles, CA

Bachelor of Science (B.S.) Computer Science | GPA: 3.90

May 2026 (Expected)

- Intended Minors: AI Applications, Video Game Programming
- Relevant Coursework: Data Structures and Algorithms, Principles of Software Development, Embedded Systems, Algorithms and Theory of Computing, Intro to Programming, Discrete Methods in Computer Science, Linear Algebra & Differential Equations
- **Presidential Scholar** (2% of Students, Half Tuition)

SKILLS

- **Languages:** C++, Java, Python, JavaScript, C#, SQL, HTML, CSS, TypeScript, Swift, English, Chinese (Proficient), Spanish (Proficient)
- **Frameworks:** React, Ember, Flask, .NET, Git, Linux, APIs, Bootstrap, Pandas, NumPy, PyTorch, Figma, MS Office

WORK EXPERIENCE

Alarm.com

Lawrence, KS

Software Engineering Intern

June 2024 - August 2024

- Led the development of a scheduling feature for home automation "scenes", utilizing **Ember** and **C#** in an Agile environment
- Developed a backend manager; designed and implemented **SQL** tables, optimizing storage efficiency and schedule execution
- Wrote thorough unit tests in **C#** paired with effective **Git** source control to ensure best CI/CD practices, reducing bugs significantly
- Transitioned 3+ legacy ASPX pages to modern JS frameworks (**Ember**), ensuring seamless integration and improved functionality

Revix AI

Remote

Software Engineer

May 2024 - Present

- Developed a responsive Flashcard UI using **React** and **Bootstrap** components, enhancing user engagement and usability
- Conceived an early access landing page complete with login authentication in **React**, resulting in **3,000+** early access user signups
- Leveraged Meta's Llama AI model in a **Python** environment to create adaptable summaries of multimodal uploaded notes

University of Pennsylvania Engineering Summer Academy

Philadelphia, PA

Student Researcher

June 2022 - July 2022

- Applied **Python** techniques with related packages to clean and analyze actual Netflix data drawn from open datasets
- Employed **Python** packages such as **NumPy**, **Pandas**, and **Matplotlib** to create intricate visualizations displaying trends in data

PROJECTS

AceAnalytics (JavaScript)

November 2023 - January 2024

- Developed a poker stat-tracking mobile application with **React Native** components drawn from my detailed Figma prototype
- Designed a clean and intuitive **user interface**, facilitating effortless session tracking, stat visualization, and user personalization

FlareDeck (Python/Flask)

October 2023

- Created an intelligent flashcard generator for HackSC, employing **Python** and **OpenAI API** for automatic extraction of key notes info
- Designed and deployed the web application using **Flask**, ensuring a seamless user experience with an intuitive HTML/CSS frontend

LEADERSHIP & INVOLVEMENT

USC Annenberg Media (Web Developer)

January 2024 - Present

- Utilizing Annenberg Media's internal developer tools, Okta and Arc Publishing to manage the website and perform data analytics
- Employ **HTML** and **CSS** practices to curate user-friendly UI components for landing pages and articles on the Annenberg Website
- Visualize pertinent crime data by leveraging **Python** scraping tools/ libraries to obtain crucial info from USC's daily crime logs

USC Theta Tau Professional Engineering Society (Media Chair)

December 2023 - Present

- Utilize **HTML/CSS** to maintain and edit the USC Theta Tau [website](#), ensuring full functionality coupled with constant updates
- Curate videos and graphics for multiple media platforms, boosting interest rates by 17% amongst 200+ potential new members

HONORS & AWARDS

- Buildspace S5 Builder (backed by a16z & yc) (2024)
- Viterbi Dean's List (2023, 2024)
- KState High School Programming Contest Advanced Division Winner (2022)