Raymond Chou

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EDUCATION

University of California, Irvine — Expected Dec 2025
BS in Computer Science, *BS in Software Engineering* | Regents Scholar — GPA: 3.8 / 4.0
- Relevant Coursework: Data Structures and Algorithms, Machine Learning, Agile Development, Operating Systems, Object-Oriented Programming, Databases, Artificial Intelligence, Computer Networks, Unix/Linux, Computer Organization

EXPERIENCE

Amazon Web Services — June 2025 – Sept 2025
Frontend Engineer Intern — Denver, CO
- Built a large-scale, in-page WYSIWYG editing interface in React, Redux and TypeScript for 1,000+ configuration pages across 100+ AWS Data Centers, reducing manual update time by 98% (minutes to seconds) for ACS controls engineers
- Developed a reusable GraphQL invoke operator leveraged by multiple AWS Data Center teams for service data processing, reducing boilerplate query code by ~70% and projected to save 100+ developer hours annually
- Implemented CI/CD (Jenkins) and Git workflows to accelerate feature rollout, achieving 98%+ test coverage with Jest
- Drove cross-team Agile collaboration with 3+ platform teams in a global, distributed system, for design-system compliance

GlucoGuard — Jan 2025 – June 2025
Software Engineer Intern — Newport Beach, CA
- Designed/deployed secure, containerized RESTful APIs (Flask/Python, Docker) for 10+ beta users of a React Native app
- Optimized critical glucose alert pipelines on the backend via multi-threading, reducing alert response times by 89%
- Built a HIPAA-compliant architecture for sensitive health data, ensuring long-term security and compliance for FDA approval

Amgen Inc. — June 2024 – Sept 2024
Software Engineer Intern — Thousand Oaks, CA
- Led the evaluation of a RAG-based chatbot on the Amgen Sensing platform across multiple enterprise business units
- Built a Databricks-based evaluation pipeline with Ragas and OpenAI APIs, reducing evaluation cycle time by 60%
- Analyzed 100+ chatbot interactions across business contexts to improve response relevance for 200+ internal users

UCI Office of Equal Opportunity and Diversity — June 2023 – June 2024
Web Developer — Irvine, CA
- Reduced migration time of policy website by 30% through efficient usage of Cascade CMS, a web layout builder
- Optimized responsive design across browsers/services, accelerating the work efficiency of 10+ employees
- Met full WCAG 2.0/2.1 AA compliance, broadening accessibility for diverse user groups and improving site visibility

PROJECTS

NASA Year on Psyche (Sponsored by NASA Psyche Mission) | *C#, Unity, Figma, Blender, Jira* — Jan 2025 – June 2025
- Developed an interactive 3D Unity-based game to educate students about NASA's Psyche asteroid mission
- Collaborated with a team of 6 using Agile methods (Jira), ensuring milestone delivery and alignment with NASA's goals

Cyber Verification Lab (Sponsored by RTX Corporation) | *React, Node.js, MongoDB, Docker* — Jan 2024 – June 2024
- Engineered a web app to unify cybersecurity asset verification workflows, streamlining information aggregation
- Implemented data visualization dashboards and deployed using Docker, improving retrieval speed for 1000+ assets

FabFlix | *Java, HTML, CSS, JavaScript, MySQL, JDBC, Tomcat, Git, AWS, GCP, Terraform* — Mar 2023 – June 2023
- Built and deployed a scalable e-commerce app on AWS EC2 and GCP (search, browse, purchase movies)
- Used Terraform (IaC) to provision and manage cloud resources across AWS/GCP, ensuring high-availability deployments.
- Managed a 100% traffic increase with sub-250ms response time by scaling MySQL/Tomcat cluster (distributed systems)

SKILLS

Languages: Python, Java, JavaScript, TypeScript, HTML/CSS, SQL
Technologies: React, React Native, GraphQL, Node.js, Redux, Express.js, Firebase, MongoDB, Jest, Tailwind CSS, MySQL, Docker
Tools/Platforms: AWS (EC2, S3, Lambda, CloudWatch), Git, Jira, Slack, Teams, Terraform, Linux/Unix Command Line, Figma