

RAYMOND CHOU

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EDUCATION

University of California, Irvine

B.S. in Computer Science | B.S. in Software Engineering

Expected March 2026

GPA: 3.8 / 4.0

EXPERIENCE

Front-End Engineer AWS Intern

Amazon

June 2025 – Sept 2025

Denver, CO

- Incoming Front-End Engineer AWS Intern

Software Engineer Intern

GlucoGuard

Jan 2025 – June 2025

Irvine, CA

- Developed a scalable React Native mobile application targeting 1.6+ million Type 1 diabetics, integrating Dexcom API
- Handled complex data processing and storage for 100+ beta users by building RESTful APIs using Flask
- Ensured reliable message delivery by implementing a secure OAuth flow and token management using Firebase
- Reduced critical glucose alert response times by 89% by implementing multi-threading to optimize alert pipeline
- Implemented a deep learning model for blood glucose forecasting, reducing hypoglycemic events by 25%

Software Engineer Intern

Amgen Inc.

June 2024 – Sept 2024

Remote

- Led a research project to evaluate the performance of a RAG-based chatbot on the Amgen Sensing platform
- Built a Databricks-based evaluation pipeline using Ragas and OpenAI, improving response relevance
- Analyzed 100+ chatbot interactions, enhancing response consistency across a multitude of different departments
- Aligned evaluation metrics with business goals, driving 50%+ adoption of the metric by developers

Web Developer

UCI Office of Equal Opportunity and Diversity

June 2023 – June 2024

Irvine, CA

- Reduced migration time of policy website by 30% through efficient usage of Cascade CMS, a web layout builder
- Improved the website's interactivity and design, accelerating the work efficiency of 10+ employees
- Developed scalable and reusable UI components through Velocity Templates, increasing website traffic by 15%
- Successfully met WCAG 2.0/2.1 AA standards to make web content more accessible and visible for users

PROJECTS

NASA Year on Psyche | C#, Unity, Figma, Blender, Git, Jira

Jan 2025 - June 2025

- Developed an interactive Unity-based game to educate students about NASA's Psyche asteroid mission
- Utilized Unity, C#, and Blender for 3D modeling, physics-based mechanics, and interactive storytelling
- Collaborated with a team of 6 developers and designers using Agile methodologies, tracking progress with Jira
- Conducted user testing sessions with 20+ students and researchers to ensure 100% scientific accuracy

Raytheon Technologies (RTX) - Cyber Verification Lab | React, Node.js, MongoDB

Jan 2024 - June 2024

- Architected a web application for capstone project with an innovative workflow for the validation of RTX's assets
- Designed an interface to help aggregate information from multiple testing processes and roles in the security team
- Presented in front of 8+ managers and developers, sparking new findings and ideas for their enterprise security

FabFlix | Java, JavaScript, MySQL, JDBC, Tomcat, Git, AWS, GCP

Apr 2023 - June 2023

- Built and deployed an e-commerce app on AWS EC2, enabling users to easily search, browse, and purchase movies
- Decreased server response times by 10% and maintained 99.9% uptime by implementing a GCP load balancer
- Managed a 100% increase in traffic with a sub-250ms response time by scaling with a MySQL and Tomcat cluster

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, C#, HTML, CSS, SQL

Technologies: React, Node.js, Express.js, Firebase, Git, AWS, GCP, Tomcat, Postman, Expo Go, Jira

Concepts: Software Engineering, Agile Methodologies, Frontend, Backend, Machine Learning, Artificial Intelligence, Databases, Web Servers, System Design, REST API, Operating Systems, Data Structures and Algorithms