

David Sai

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EDUCATION

University of California, Los Angeles (UCLA)

Expected June 2026

Bachelor of Science in Computer Science

GPA: 3.97/4.0

Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms, Software Construction (Operating Systems, Scripting, Full-stack Development), Computer Organization (Computer architecture, Low-level Programming, Parallel Computing, Optimization), Multivariable Calculus, Linear Algebra, Differential Equations

EXPERIENCE

Information Systems Engineer Intern

June 2024 – Present

Genentech

Oceanside, CA

- Enhanced system security by developing, implementing, and deploying a Python script utilizing Selenium for web automation and BeautifulSoup for web scraping to verify and audit user system access.
- Reduced setup time of mini PCs for new HMIs by 60% by automating the configuration with a PowerShell script.

Full Stack Software Engineer

September 2023 – Present

Daily Bruin (<https://bruinwalk.com/>)

Los Angeles, CA

- Developed new pages and database models for dorms and dorm reviews using Django, Javascript, Python, Docker and HTML/CSS on Bruinwalk, a review tool with 5.7 million website views from 50,000+ UCLA students annually
- Collaborated with UI/UX designers to implement features and pages based on mock-ups created in Figma
- Contributed to the team's workflow by participating in code reviews with Github

Software Developer

January 2024 – March 2024

Creative Labs

Los Angeles, CA

- Designed and built Local Find, a web app for promoting local business and street vendors utilizing React, Typescript, Python, and Firebase, collaborated with a team of 12 UI/UX designers and software developers
- Led the integration of Google Maps API, enabling restaurant exploration and marker placement functionality.

Software Engineer Intern

June 2023 – September 2023

Geothara

Remote

- Transcribed the text from images of documents using Tesseract and Python with 95% accuracy
- Preprocessed thousands of images for Optical Character Recognition using filters, transformations, and noise reduction methods in OpenCV, improving character recognition accuracy by over 15%
- Researched into creating a chatbot using LangChain and a local LLM to answer questions

Computer Science Teaching Assistant

May 2022 – August 2022

Alphastar Academy

Santa Clara, CA

- Taught Python, C++, data structures, and algorithms to hundreds of students, created new algorithm curriculum

PROJECTS

Bruin Bowl ([Github Link](#))

March 2024 – June 2024

- Developed Bruin Bowl, a UCLA-themed trivia app using the MERN stack (MongoDB, Express, React, Node)
- Implemented core game features including the game controller, question addition page, and user authentication

Project Rudd ([Game Link](#)) ([Github Link](#))

January 2024 – June 2024

- Collaborated with a team of 10 to create a platformer game involving size shifts and physics-based momentum
- Developed and built the core mechanics of the various enemies in the game using Unity and C#

AWARDS AND ACHIEVEMENTS

United States of America Computing Olympiad – Gold

Four Time American Invitational Mathematics Examination (AIME) Qualification

National Merit Finalist and Bristol Myers Squibb Scholarship Winner

TECHNICAL SKILLS

Languages and Frameworks: C++, Java, Python, SQL, HTML, CSS, Javascript, C#, Django, Typescript, React

Developer Tools: Git, VS Code, Visual Studio, IntelliJ, Eclipse, Unity, Android Studio, Docker

Design: Photoshop, Illustrator, Figma, Canva, UI/UX, Graphic Design, Premiere Pro