Eric He

425-658-6668 | eriche26@stanford.edu | linkedin.com/in/eric-he-sea | github.com/eric8he | U.S. Citizen

Education

Stanford University Stanford, CA
B.S. in Computer Science | Artificial Intelligence Track *Sep. 2022 – June 2026*
Course Higlights: Computer Vision with Deep Learning; Deep Reinforcement Learning; Building AI-Enabled Robots Natural Language Processing; AI Safety; AI Principles/Techniques; Data Structures/Algorithms; Tech Entrepreneurship.

Technical Skills

Languages: Python, Java, C/C++, SQL, JavaScript/TypeScript, JSX/TSX, HTML/CSS, C#
Frameworks: PyTorch, TensorFlow, React, Node.js, Flask, FastAPI, Bootstrap, Tailwind, Squarespace, .NET
Developer Tools: Git, Docker, Airflow, Jenkins, Unix/Linux, Google Cloud Platform, Amazon Web Services
Libraries: pandas, NumPy, matplotlib, BeautifulSoup

Experience

Software Engineering Intern June 2025 – Sep. 2025
LinkedIn *Mountain View, CA*
- Independently designed & implemented a metric causality microservice to expedite triage for production incidents.
- Deployed service through Kubernetes enabling company-wide adoption, serving **500K** requests a day.
- Implemented, profiled, and optimized 7 correlation algorithms in Python, fetching and computing in parallel.
- Measured and drove algorithm improvement through confusion matrices, reducing error rate by **over 99%**.
- Exposed webservice API to agentic AI to further the evolution of the AI ecosystem at the company.

Research Intern June 2024 – Nov. 2024
Machine Learning, Perception, and Cognition Lab *San Diego, CA*
- Finetuned Vision-Language-Action models with Low Rank Adaptation (LoRA), guided by Dr. Zhuowen Tu.
- Created a PyTorch/Dagster data pipeline to finetune models with **20+** datasets, totaling **over 5TB** of data.
- Developed custom transforms for data augmentation and filtering to create **1M+** new higher-quality data points.

Software Engineering Intern June 2023 – Sep. 2023
NewsBreak *Bellevue, WA*
- Built an end-to-end system generating moderative comments on videos to reduce comment polarization by **50%**.
- Using the OpenAI API, generated effective comments with token-efficient prompts that saved **35%** in costs.
- Built a RESTful service with MongoDB and Flask to scout for content and manage **100+** user profiles.
- Utilized Jenkins for CI/CD and leveraged Apache Airflow to manage scheduling, enabling **500+** comments daily.

Software Engineering Intern July 2022 – Sep. 2022
Wormpex AI Research *Bellevue, WA*
- Trained Vision Transformer(ViT) image classification models using PyTorch across multiple CUDA GPUs.
- Programmed with BeautifulSoup, scraping webpages to construct six datasets totaling over **100,000** images.
- Wrote custom C++ CUDA kernel and reorganized data, reducing train time by **15%** and **tripling** accuracy.

Personal Projects

Interpretability with Sparse Autoencoders: Lit Review & Towards Multimodality | *PyTorch, Deep Learning*
- Pioneered sparse autoencoders in vision-language models (VLMs) for interpretability.
- Found interpretable features in VLMs, shared across both text and image inputs.

RCTimer | *React, Bootstrap*
- Developed a polished web application to track times, generate scrambles, and view statistics for speedcubing.
- First in the world to natively feature an interactive 3D cube model to view scrambles, algorithms, and cube states.

8-Bit Breadboard Computer | *Machine Code/Assembly, Digital Circuits*
- Designed, built, and polished a hand-programmable Zilog Z80-based computer on breadboards from scratch.