Golden Hsu

goldenogs@ucla.edu | 512-786-0861 | Website: goldenhsu.me | Github: goldenogs
359 Veteran Ave, Los Angeles, CA 90024

Education

University of California, Los Angeles — Los Angeles, CA
Linguistics and Computer Science; GPA: 3.48/4.0 — *Expected Dec 2019*

Relevant Coursework: Data Structures, Algorithms and Complexity, Computer Architecture, Object-Oriented Programming, Functional Programming, Logical Programming, Computational Linguistics (NLP), Artificial Intelligence

Skills

- **Languages**: C++/C, C#, Python, Java, HTML/CSS, JavaScript, Bash, React JS, Haskell, Lisp, SQL
- **Technologies**: Git, Linux Environment, .Net Framework, React, Open Computer Vision, OCR

Experience

Vitu — Agoura Hills, CA
Software Development Intern — *May 2019 - August 2019*

- **Audit Automation**:
  - Designed and implemented a form-processing solution using open source computer vision and OCR technologies, which offloads up to 85% of total manual work on target forms
  - Key components include form identification, signature detection, QR code processor and automatic image enhancement
  - Improved performance by 325% using asynchronous and parallel programming
  - Developed a microservice (as RESTful APIs) to expose the audit result to other internal services
  - The solution is to process ~80% of all California new car registrations, which is roughly 5.75 million pages per year
- Implemented a machine learning prototype that identifies target forms using a self-trained neural network

iLinke Co — Taipei, Taiwan
Software Development Intern — *July 2017 - August 2017*

- Developed and renovated client's websites using HTML/CSS and JavaScript
- Implemented a redesign for a public listed company's web platform, including better "add-to-cart" experience and responsive design for various mobile devices
- Implemented a site makeover for a mobile-gaming start up company

Projects

- **Expensify**: An expense management web application that allows users to log, edit, search, and view expenses.
  - Currently live. Implemented using HTML/CSS, JavaScript(React) and Firebase
  - Features user accounts and private data for multiple user, using Google Auth
  - Incorporated unit-testing with Jest testing framework
  - Responsive design which allows the app to work on wide variety of devices
- **Donoger**: A donation/donor management desktop application implemented with C++/Visual Studio
  - Keep track of donor and donation amount for any organizations
  - Designed and built the application with a team of two, featuring GUI front-end, self-implemented linked-list data structure and object-oriented design
- **Audiophiles**: A mobile app that provides a voting platform for user picked music
  - Developed using ReactNative, enabling the app to be native on both Android and IOS
  - Votes are updated in real-time whenever any user upvote/downvote on any songs, or when a new song is added into the listening room
  - Each user has a personal profile to be incorporated into social media in the near future
- **Din-Cider trouble saver**: A restaurant decider that lets users input food/types of cuisine or just about anything, then decide arbitrarily for users. Developed with JavaScript (React)
- **Proxy Herd Server Prototype**: A communicative server model, implemented using Python with asyncio library.
  - Implemented the flooding algorithm, which allows efficient communication between servers
  - Servers propagate messages to each other and operate even when neighboring servers go down
- **...and many more on my personal website...**

Addtional Experience

- **UCLA Upsilon Pi Epsilon - Computer Science Honor Society**: Tutored two hours per week for fundamental CS and math classes (Spring 2018)
- **UCLA Christian Student Club**: Organized and coordinated club activities and outings, including multiple out-of-state trips