HALEY INZUNZA

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PROFICIENCIES

Coding Languages: C++, Golang, Java, Python, C, MIPS Assembly Language, C#, HTML, CSS, Javascript
Technologies: Git, Docker, Kubernetes, Visual Studio, Unreal Engine, Unity Engine, Jupyter Notebook, Tailwind, React
Interests: Drawing/Painting, Collecting Comic Books, Knitting, Video Games, Film Photography, Snowboarding

WORK EXPERIENCE

Backend Software Engineer Apprentice – Inference Platform   Santa Monica, CA
Snap, Inc.   August 2024 – Present
- Enhanced observability in machine learning (ML) pipeline for ad and feed recommendations and MyAI chatbot.
- Optimized ML debugging efficiency by creating tools for managing ML model updates and inspecting feature logs.
- Created Grafana dashboards displaying various metrics for Tensorflow and Pytorch ML models.
- Deployed and managed applications running on Kubernetes and GCP.

Visualization Intern – Multimedia & Game Programming   El Segundo, CA
Science Applications International Corporation (SAIC)   June 2023 – August 2023
- Engineered a U.S Space Force sponsored war-game simulation to demonstrate military actions and responses.
- Integrated MATLAB algorithms for simulating the maneuvering of space assets into Unreal Engine.
- Developed a system for players to choose assets and actions to conduct operations in both single and multiplayer modes.

Head Undergraduate Teaching Assistant – I&CS 46 Data Structures & Algorithms   Irvine, CA
University of California, Irvine – Donald Bren School of Computer Science   January 2022 – January 2024
- Taught advanced algorithm analysis, data structures, and sorting algorithms in classes of 300+ undergraduate students.
- Revamped the foundation of the class by restructuring lesson plans, homework assignments, and exam materials.
- Trained 25+ undergraduate teaching assistants by hosting weekly meetings and assigning roles for course activities.

Undergraduate Teaching Assistant & Grader – CS 161 Design & Analysis of Algorithms   Irvine, CA
University of California, Irvine – Donald Bren School of Computer Science   January 2023 – January 2024
- Taught divide-and-conquer, dynamic programming, and greedy algorithms in classes of 300+ undergraduate students.
- Graded and provided feedback on assignments and exams.
- Organized office hours sessions to help students prepare for exams and meet academic objectives.

PROJECTS

3D Mesh Reconstructor | *Python, NumPy, Matplotlib, Jupyter Notebook*
- Designed a program that produces 3D mesh reconstructions of objects from collections of structured light scans.
- Based algorithm on concepts of camera calibration, 3D transformations, triangulation, and mesh generation.

We Got Compagnie! | *C++, Unreal Engine, FMOD Studio*
- Crafted a player combat and base audio track for a student video game project under the UCI Video Game Design Club.
- Winner of IEEE's 2023 Gamesig Student Showcase Special Recognition Award for Most Innovative Audio and User Interface and SGDA's Mini-grant for 2023's Student Games Showcase.

Minecraft Parkour AI | *Malmo API, Python*
- Constructed an artificial intelligence program that creates an optimal path for a computer player unit to traverse obstacle courses of varying difficulty in the game *Minecraft* using reinforcement learning.
- Solved 100% of courses accurately, taking approximately 75 iterations for easy levels and 210 iterations for hard levels.

EDUCATION

University of California, Irvine | Irvine, CA   December 2023
BS - Computer Science, Specialization in Intelligent Systems | GPA: 3.629
Video Game Design Club | Women in Computer Science | Associated Students of UC Irvine