HALEY INZUNZA

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PROFICIENCIES

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

WORK EXPERIENCE

Full Stack Software Engineer Apprentice – Ads Manager Santa Monica, CA
Snap, Inc. February 2025 – Present
- Enhanced event tracking system for advertisers resulting in improved ad performance analysis and optimization.
- Optimized **GraphQL** backend for uploading and monitoring offline conversion events for high-impact customers.
- Redesigned the UI and resolved critical **TypeScript** bugs across various **React** components to improve overall system stability.

Backend Software Engineer Apprentice – Inference Platform Santa Monica, CA
Snap, Inc. August 2024 – January 2025
- Improved observability across **machine learning (ML)** pipeline powering personalized 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 **Google Cloud Platform**.

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

Head Undergraduate Teaching Assistant – Data Structures & Algorithms, Design & Analysis of Algorithms Irvine, CA
University of California, Irvine – Donald Bren School of Computer Science January 2022 – January 2024
- Taught advanced algorithms, algorithm analysis, data structures, and sorting algorithms in **C++** in a classroom setting.
- Shaped the foundation of the class by restructuring and grading lesson plans, homework assignments, and exam materials.
- Trained a team of 25+ undergraduate teaching assistants by hosting weekly meetings and assigning roles for course activities.

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*
- Designed 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 UI and SGDA's Mini-grant for 2023's Student Games Showcase.

Minecraft Parkour AI | *Malmo API, Python*
- Created 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 tested 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