JULIAN MEYN

(714)–715–1676 | meyn@berkeley.edu | jmeyn.github.io | linkedin.com/in/julianmeyn

EDUCATION

University of California, Berkeley **May 2023**

Bachelor of Arts in Computer Science, 3.98 GPA

Relevant Coursework: Data Structures, Advanced Algorithms, Machine Structures, Operating Systems, Databases, Artificial Intelligence, Machine Learning, Internet Architecture, Discrete Math

EXPERIENCE

Twitter *May 2022 – August 2022*

Return Software Engineering Intern *San Francisco, CA*

- Migrated account recommendations service into a new ranking service, reducing latency by 37%
- Conducted A/B experiment on 3 million requests, finding notable improvements on all core metrics
- Created detailed documentation to accelerate future recommendation product migration
- Drove large-scale tech-debt solution that reduced endpoint complexity and future development time
- Lowered team's on-call burden by responding to customer questions and quickly escalating issues

Twitter *June 2021 – August 2021*

Software Engineering Intern *San Francisco, CA*

- Designed and built a new **Thrift** endpoint for the account recommendations service using **Scala**
- Ran A/A experiment on over 1 million response objects and achieved 99.8% parity
- Unified recommendation and presentation logic by migrating two pipelines into a new service
- Optimized local cache configurations to reduce service latency by 66% and external calls by 40%

Teradyne *January 2021 – May 2021*

Software Engineering Intern *North Reading, MA*

- Created a custom property editor for technicians to build schematics using **C#/WPF** UI framework
- Wrote an XML conversion tool using C# to deserialize over 800 files to fit the new program
- Refactored legacy VB application to C# to meet new **.NET 5** standards and product requirements

PROJECTS

PintOS Operating System | *C*

- Worked in team of 4 to design and implement a uniprocessor operating system in C/x86 assembly
- Added user programs, multithreading, file operations, thread scheduling, and memory allocation

SQL-Like Database | *Java, SQL*

- Implemented major database functions in a standalone SQL-like database built in Java
- Includes B+ tree indices, efficient join algorithms, query optimization, and multigranularity locking

Optimized Matrix Python Library | *C, Python*

- Created an optimized NumPy library in C, including all major matrix and array operations
- Utilized multithreading libraries (OpenMP, Intel x86 Intrinsics) to speed up performance 106 times

IEEE Micromouse Course Codebase | *C++*

- Designed and programmed an Arduino-driven autonomous robot to traverse and solve a maze
- Developed course's master solution for PID-control and flood fill maze algorithm code

SKILLS & TOOLS

Languages: Python, C, C#, Java, Scala, JavaScript, Golang, C++, MySQL, Dart

Tools & Frameworks: Git, .NET 5, WPF, Linux, Bazel, Spark, RegEx, Thrift, Aurora

CLUBS & ACTIVITIES

Upsilon Pi Epsilon Honor Society Officer, *UC Berkeley* *January 2021 – Present*

Innovative Design – Gold Photography Team Leader *January 2022 – Present*

Teaching Assistant – Various Courses *January 2020 – December 2021*

- Discussion leader and lecturer for 6 semesters teaching over 100 students in various CS courses