Kelvin Jou

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EDUCATION

UC Santa Barbara - *B.S. in Computer Engineering*   Expected: June 2028

EXPERIENCE

Perplexity Campus Strategist, Goleta, CA   January 2025 - Present
- Partnered with 10+ student orgs to integrate Perplexity tools, increasing active users by 40% through workshops and funded initiatives over Winter quarter.

UCSB Human-AI Integration Lab, Goleta, CA   November 2024 - Present
Undergraduate Researcher
- Collaborated with PhD student Arthur Caetano to develop a WebXR-based hand-tracking simulation tool, rendering hand-grasp joint positions as point clouds through Three.js, which was featured in his research paper.
- Developed Unity tools in C# for wrist-tracking, analyzing drumming patterns, and dynamically adjusting tempo based on performance to assess rhythmic accuracy.

Irvington Cube Satellite, Fremont, CA   August 2023 - February 2024
Image Processing Lead
- Led a 6-member team to develop satellite imaging software for real-time data transmission, resolving tumble-induced distortion via machine-learning stabilization libraries deployed through SpaceX Falcon 9 launch.

San Jose State University Computer Science Department, San Jose, CA   June 2023 - September 2023
Cryptography Researcher
- Extracted trainable features from 100k malware binaries using Python scripts for opcode sequences, byte histograms, and heatmaps; manipulated low-precision bits in neural network models (RNN LSTM, CNN DenseNet121) to study accuracy impacts. Accelerated with NVIDIA's cuDNN
- Co-authored a paper to present research findings

Serv, Fremont, CA   December 2021 - June 2023
Co-Founder
- Developed and launched *Serv*, an award-winning iOS app using SwiftUI and UIKit to promote post-pandemic student volunteering; integrated secure event check-ins, leaderboards, and interactive maps, earning 1st place in a Major League Hacking competition.
- Partnered with local nonprofits to create a cross-platform event management portal in Flutter, allowing hosts to list upcoming events and engage users through continuous feature updates.

Transizion, Washington D.C. (remote)   December 2022 - February 2023
Web Application Contractor
- Utilized MySQL and Python for automated web scraping public government database university stats.
- Developed an online tool that allows students to brainstorm passion projects using GPT's Davinci-003 model

Projects

ScribbleScript, Goleta, CA   January 2025 - January 2025
- Won best UI/UX at SBHacks for a multi-platform app capable of compilation of handwritten code on-device.
- Hosted vision model on AWS EC2 with SwiftUI and React app for front-end.

ExpressFlip, Fremont, CA   July 2024 - September 2024
- Published an iOS app that uses ARKit and SceneKit to help musicians paginate sheet music PDFs through facial expressions

QUEST Capstone, Fremont, CA   August 2023 - May 2024
Assistive Technology Researcher
- Researched the scope, severity, causes, consequences, and solutions for insufficient software accessibility for people with hidden disabilities and delivered testimony to school faculty, and community members to share research findings and defend my proposed solution.

SKILLS

Languages: Swift, Python, C++, Java, Dart, Typescript, C#