

Kenneth Wan

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EDUCATION

University of California, Los Angeles (UCLA)

Expected Graduation: April 2026

Bachelor of Science in Computer Science

GPA: 3.7/4.0 (Dean's Honor List)

- Relevant Coursework: Data Structures and Algorithms, Distributed Systems, Computer Architecture and File Systems, Data Management, Operating Systems, Software Construction, Computer Networks and Security, Machine Learning
- CodePath Fellow, 1st place at LAHacks, 1st place at TreeHacks using Fetch.ai, 1st place at HackMIT

TECHNICAL SKILLS

Languages: Swift, JavaScript, TypeScript, Python, Objective-C, Go, SQL, C/C++, HTML/CSS, Bash, Rust

Tools/Frameworks: SwiftUI, UIKit, RxSwift, Buildkite, Bazel, Git, Expo, AWS, Docker, GraphQL, React.js, Kubernetes

WORK EXPERIENCE

Notion

Jan. 2025 – Apr. 2025

Incoming Software Engineer Intern (iOS)

San Francisco, CA

- Mobile Team

Robinhood

Jun. 2025 – Sep. 2025

Software Engineer Intern (iOS)

Menlo Park, CA

- Apply UIKit, SwiftUI, and RxSwift to develop an updated account management center, dividend reinvestment and recurring investment functionality for joint accounts, and internal asset transfers between different accounts.
- Implement server-driven UI onboarding flow with deeplinking for 7 investing account types using Python and Go.
- Coordinate architectural design for custodial accounts, establishing new account type infrastructure and building core investing dashboards for millions of users.

Bluebeam

Jun. 2024 – Sep. 2024

Software Engineer Intern (iOS)

Pasadena, CA

- Engineered over 12 responsive SwiftUI components built for mobile PDF editor and integrated them with Go APIs.
- Refined multiple Rust APIs to boost performance of concurrent document editing that supports 1000+ custom markups and measurements on iOS.
- Conducted 140+ unit tests for mobile document cloud storage and retrieval pipelines using XCTest.
- Researched and develop new file caching system using OPFS to speed up document loading times by over 70%.

IDONTMIND

Sep. 2023 – May 2024

Software Engineer Intern (iOS)

Los Angeles, CA

- Led implementation and integration of MongoDB database with 7+ screens made using SwiftUI, UIKit, and Node.js.
- Utilized Pandas, NumPy, and Recharts to perform data filtering and visualization on 8+ user datasets.
- Programmed multiple Python scripts that scraped journal prompts from Excel spreadsheets into MongoDB database

eHealth, Inc.

Jun. 2023 – Aug. 2023

Software Engineer Intern

Santa Clara, CA

- Created internal full stack web tool utilizing React.js, Go, and PostgreSQL to streamline communication with 100+ insurance companies, increasing insurance information delivery times by 23%.
- Leveraged TypeScript and Gatsby to develop 9 React.js components merged with Wordpress block editing controls.
- Developed and implemented multiple GraphQL APIs to retrieve and display updated insurance options.

TECHNICAL PROJECTS

Cohabit | Swift, Node.js, PostgreSQL, Redis, Docker, Objective-C

May 2023 – Feb. 2025

- Lead team of 8 developers and designers in the complete lifecycle development of a full-stack iOS app through app design, database design, and weekly stand-up meetings.
- Spearhead development of HTTP server and 60+ Node.js APIs to enable CRUD operations across the 20+ app screens made with SwiftUI and UIKit.
- Design and implement exhaustive PostgreSQL database schema to store data in over 30 unique tables.