

Masayoshi Max Fukuhara

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EDUCATION

University of California, Los Angeles (UCLA)

Expected June 2026

B.S. Computer Science | GPA: 3.6

Los Angeles, CA

- Coursework: Data Structures and Algorithms, Object Oriented Programming, Software Construction, Computer Architecture, Machine Learning, Operating Systems, Database Management Systems, Computer Networks, Computer Security, Computer Vision, Deep Learning

SKILLS

Languages & Frameworks: Python, C++, C, Java, JavaScript, TypeScript, HTML/CSS, Bash, React.js, Next.js, Node.js, Express.js, Django

Tools: Git/GitHub, Figma, Linux/Unix, Docker, Digital Ocean, Firebase, MongoDB, PostgreSQL, Kubernetes, AWS, Render, Splunk, ServiceNow

Data Science & Machine Learning: SQL, Numpy, Pandas, Seaborn, Matplotlib, Sci-kit Learn, PyTorch

EXPERIENCE

Microsoft

Spring 2026

Software Engineer Intern - Security

Cambridge, MA

- Incoming @ Microsoft Intune

Ernst and Young

June 2025 - August 2025

Software Engineer Intern - Cybersecurity

Irvine, CA

- Engineered Python automation in Splunk SOAR to investigate malicious IPs and create ServiceNow tickets, reducing manual triage time by 35%
- Analyzed ~125 security incidents using deep-packet inspection, TCP/IP, and network traffic heuristics to support triage and incident response
- Designed and created a centralized Splunk dashboard using JavaScript and Microsoft Defender API to pre-test and validate threat signatures across 6 Azure tenants, reducing a previously 1-hour manual task to a 10-second, one-click process and streamlining client workflows

Bruinwalk (via UCLA Student Media)

October 2024 - Present

Software Engineer

Los Angeles, CA

- Engineered and deployed live enrollment distribution system on bruinwalk.com (62K MAU, 1M views) with Python, PostgreSQL, and k8s cron
- Built an automated backend feature to ingest new professors via API, eliminating manual entry and resolving the platform's #1 user issue

Bruin Sports Analytics

October 2024 - Present

Software Engineer

Los Angeles, CA

- Developed [Filterable Match Viewer](#) for UCLA Division 1 Men's Tennis team using Next.js and Firebase, supporting the team's first BIG10 title
- Optimized internal tagging tool to prioritize speed and simplicity, enabling faster data delivery to players and improving reporting time by 55%

PROJECTS

UCLA Ranked | *Typescript, React, Express, Firebase, PostgreSQL, Python, Selenium, BS4, AWS*

April 2025 - Present

- Launched a UCLA-based peer-driven ranking site, reaching 100+ users and boosting campus engagement with profile discovery and recognition
- Designed and implemented an ELO-based dynamic voting algorithm to ensure fair, skill-weighted rankings across user submissions
- Built a custom LinkedIn scraper using Python, Selenium and BS4 to extract and format profile data into PostgreSQL backend in ~10 seconds

PillPal | *Typescript, JavaScript, React Native, Firebase, Expo*

January 2025 - March 2025

- Solo-designed end-to-end user flow and developed a mobile app to improve medication adherence through a gamified, user-friendly experience
- Increased adherence rates by 82.7% via geolocation/time-based reminders, mini-games, and personalized health data visualizations

Predicting DoorDash Deliveries | *Python, Numpy, Pandas, PyTorch, Sci-kit Learn*

October 2024 - December 2024

- Developed predictive models (logistic/linear regression, decision trees neural networks) to forecast DoorDash delivery times with 87% accuracy
- Improved model accuracy by 15% through logistic regression fine-tuning using balanced class weights and AUC-based evaluation

Jam | *MongoDB, Express.js, React.js, Node.js*

January - March 2024

- Developed a full-stack web application enabling users to search, follow others, and engage with listening activity through likes and interactions
- Integrated Spotify API to display real-time listening, weekly statistics, embedded song previews, and direct links for seamless music discovery

Mancala | *C++, Inheritance, Polymorphism, Encapsulation, Abstraction*

March 2023

- Built a terminal-based Mancala game with modular OOP architecture, focusing on intuitive gameplay and code maintainability
- Added a predictive AI opponent using a binary search tree to simulate optimal moves and enhance game difficulty/replay value

INVOLVEMENTS

Warp AI Terminal

December 2024 - Present

Campus Ambassador

- Partnered with Warp's Growth PM to identify high-impact student segments and design sponsorship strategies aligned with product goals
- Led outreach efforts at UCLA, driving adoption through a successful LA Hacks activation (2,000+ attendees) and partnerships with student orgs