Max Fu

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EDUCATION

University of California, Merced

Aug 2023 - May 2027

Bachelor of Science in Computer Science and Engineering

Merced, CA

Relevant Coursework: Discrete Mathematics, Multivariate Calculus, Linear Algebra, Linear Analysis, Probability & Statistics, Advanced Programming, Data Structures, Algorithm Design & Analysis, Computer Organization & Assembly

WORK EXPERIENCE

Software Engineer Intern

May 2025 - Aug 2025

Machyna, Inc.

San Diego, CA

- Reduced file upload and retrieval errors by 20% by implementing a serverless file-management solution on AWS
- $\bullet \ \ \text{Decreased deployment time and downtime releases by 75\% through \textbf{CI/CD}} \ automation \ using \ \textbf{Terraform} \ \textbf{(IaC)}$
- Redesigned and implemented a responsive landing page using Next.js, React, TypeScript, and Tailwind CSS
- Software solution utilized AWS cloud services such as AppSync, Lambda, S3, RDS, DynamoDB, and CloudWatch

Undergraduate Teaching Assistant (EE021)

Aug 2024 - Dec 2024

Electrical Engineering Programming - Prof. Ayush Pandey

Merced. CA

- Facilitated lectures for 150 students by demonstrating Python and MIPS Assembly on open-circuit programming
- Lectured for 65 hours over 15+ weeks, addressed questions related to circuit design and programming
- Increased lab participation by 20% through creating engaging and interactive coding exercises

Undergraduate Research Assistant

Oct 2023 - Oct 2024

LLM-based Autograder - Prof. Ayush Pandey

Merced, CA

- Implemented an autograder that increased average scores by 15% by enhancing grading and feedback response
- Reduced compute within each epoch by 15% through implementing the fine-tuning technique LoRA
- Improved autograder's efficiency by 50% through model fine-tuning using a custom JSON data pipeline

ACM SIG-AI LEAD Dec 2023 – May 2024

Association of Computing Machinery, Merced

Merced. CA

- Organized and taught deep learning workshops to 50 active club members on Deep Learning and Machine Learning
- Deep Learning workshops on creating Multi-Layer Perceptions, Attention Heads, and a simple LLM from scratch

PROJECTS

Obscuri (Productivity Tool) | Rust, TypeScript, Tailwind CSS, HTML, React, Tauri, PostgreSQL, Drizzle ORM

- Developed a full-stack desktop app providing an infrastructure to make queries without any noise or trace
- Launched on X and Reddit, attracting 500+ unique visitors within 24 hours with 50 active paid users
- Implemented a paid subscription system with key technologies spanning, **Vercel**, **Supabase**, and the **Stripe SDK** *Machyna (Web App)* | Next.js, React, TypeScript, Tailwind CSS, Figma
 - Redesigned website using Next.is, React, TypeScript, and Tailwind CSS, establishing a stronger media presence
 - Decreased bounce rate by 25% and increasing engagement by improving UI/UX with a modern responsive layout
 - Optimized performance and user experience, achieved 40% faster load times using modular components and SSR

Bcon (Byte Conversion CLI Tool) | C, CMake

- Enhanced data interpretation efficiency by developing a **CLI tool**, enabling efficient data conversions
- Decrease processing time by 50% compared to manual methods when handling large numerical conversions
- Reduced manual calculation errors by 90% by implementing flag-based commands, facilitating efficient conversions

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, C++, C, Python, HTML, CSS, Rust, Go, Java, SQL, MIPS Assembly

Frameworks: React, Next.is, Tauri, Express, Hono, Tailwind CSS

Cloud Services: AWS (AppSync, Lambda, S3, EC2, Aurora, RDS, VPC, IAM, DynamoDB, CloudWatch)

Machine Learning: PyTorch, TensorFlow, Pandas, NumPy, Matplotlib, Seaborn, scikit-learn, Hugging Face

Developer Tools: Git, GitHub, Gitea, Docker, Terragrunt, Terraform, Redis, TMUX, NGINX, AWS SDK, OpenAI SDK

Concepts: HTTP, TCP/IP, UDP, DNS, API Design, Caching, CDNs, Proxies, Load Balancing, Consistent Hashing, Replication, Sharding, Object Storage, Map Reduce