YUKAI GU

📞 +1 (949) 592-9418

✉️ yukaig1@uci.edu

📍 Irvine, CA, 92614

📄 [LinkedIn Profile](#)
[Github Profile](#)

🌐 [Personal Website](#)

EDUCATION

University of California, Irvine (UCI)

Bachelor of Science in **Computer Science**, Specialized in **Intelligent Systems**

Graduation: **Jun 2025**

GPA: **3.89 / 4.00**

SKILLS

Programming Languages: **Python, VB.NET, Java, C++, Swift**

Web Development: **HTML, CSS, JavaScript, React, PostgreSQL**

Advanced: **PyTorch, Chainlit, Reinforcement Learning, Computational Photography, Speaker Diarization, IoT, 3D Reconstruction, Web Crawling, Ray Tracing, Procedural Generation,**

Language: **Mandarin (Native), English (Professional)**

HONORS

 Apple Swift Student Challenge 2025 Winner

WORK_EXPERIENCE

NEXTBYTE | Founder

Irvine, CA (Remote) Sep 2025 - Present

- Building an e-commerce platform and developing iOS apps

Personable Inc. | Software Engineer

Fountain Valley, CA Apr 2025 - Sep 2025

- Improved the AI chatbot to handle very long context windows
- Optimized the ASR pipeline for 10+ hour audio files, improving speaker diarization and transcription quality

PROJECTS

Structured-Light 3D Reconstruction (2024)

- Utilized structured light techniques with two cameras and a projector to reconstruct objects into detailed 3D models
- Built color 3D models from 430 images (roadster, mannequin, teapot)

ICS Student Council – AntAlmanac (2024)

- Contributed to AntAlmanac, UCI's open-source course scheduling platform used by thousands of students each year
- Shipped new planner/scheduling features and resolved high-impact bugs; streamlined key flows to reduce user friction and improve reliability

P.R.O. Organization (2022)

- Founded and led a programming club focused on tech for social good; organized workshops, mentored project teams, and oversaw publication of technical articles and the club website
- Released 4 puzzle games, published 76 original articles

RELEVANT_EXPERIENCE

1. Designed an **iOS app** to assist people with Alzheimer's disease (2025)
2. Trained an RL agent to play Hanabi using the **RMAPPO** approach (2025)
3. Developed a realistic **procedural planet** in Three.js (2025)
4. **Simulated cloth** with a mass-spring system (2025)
5. Built a **search engine** from scratch with AI-generated summaries (2024)
6. Developed a website to streamline lab management (2024)
7. Optimized KD-tree traversal to achieve 3.6× faster **ray tracing** (2024)
8. Built a door-locking **IoT system** that recognizes knocking patterns (2023)