Leo Thit

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EDUCATION

University of California, Los Angeles Los Angeles, CA

Bachelor of Science in Computer Science *Expected – Jan 2026*

EXPERIENCE

QA Software Engineer Intern June 2024 – Sep 2024

Business Wire

- Coordinated post-deploy verifications for Test and Production environments, ensuring functionality of 10 key features, and expanding deployment verification coverage by 5%
- Developed end-to-end automated UI tests using the Cypress framework, verifying 30 features, and increasing UI test coverage by 10%
- Automated tests for various API endpoints with the in-house API-harmony framework, covering 15 search functionality features, and improving API test coverage by 5%

Software Engineer Intern May 2023 – Sep 2023

Pickaxe

- Led the deployment of a Petals-based microservice hosting the Llama2 70B parameter model using Docker and Runpod, enabling cost-efficient, scalable GPU hosting, resulting in $1,000 in monthly savings on GPU hosting fees
- Prototyped a document summarization pipeline with BGE embeddings, k-means clustering, vector searches, and HuggingFace models
- Reduced RAM usage by 90% by migrating vector embeddings to Milvus, a vector database
- Spearheaded improvements in API reliability and performance by implementing rate limiting and error handling

Teaching Assistant Aug 2022 – June 2023

City College of San Francisco

- Evaluated and provided feedback on assignments for 30+ students in the "Programming Fundamentals C++" course

Software Engineer Intern May 2022 – Aug 2022

IM Republic

- Built a responsive web app using React, Typescript, and SASS with integrated REST API endpoints for dynamic data presentation
- Developed an email service with EmailJS, reCAPTCHA, and Toastr notifications
- Refactored codebase to adhere to SOLID principles, improving modularity and clarity

PROJECTS

Toxic-Text-Classifier | *Python, TensorFlow, Keras, Scikit, Word2Vec, NLTK*

- Attained 96% prediction accuracy in classifying text for toxicity using a machine learning model
- Imported, cleaned, and analyzed text data from a Wikipedia dataset
- Implemented the model with a versatile NLP approach using Word2Vec and libraries such as Scikit-learn, TensorFlow, Keras, andNLTK

NlpSkins | *Python, Selenium, Pandas, Numpy*

- Scraped web text data with Selenium and built Markov chains to accurately replicate a character's dialogue

WordleEvolved | *Javascript, React, Express, Firestore*

- Created a full stack customizable 'Wordle' game, allowing users to specify number of guesses, length of word to guess, and restricted letters
- Tracked user statistics and implemented a history page where users can recall the previous games they played

TECHNICAL SKILLS

Python, Java, JavaScript, C++, React, Node, TypeScript, GraphQL, Selenium, Cypress, Flask, Docker, Firebase, Express, Milvus, Llama2, OpenAI, Pandas, Numpy, HTML/CSS, SASS

AWARDS

Hack the Cloud 2.0 Seventh Place Overall: — Overall 7th/278 participants, **Hack the Cloud 2.0 SashiDo Prize**: — Best implementation of machine learning with SashiDo, **Asian Coalition Scholarship**: — $1000 award, **Community College Business Invitational**: — Finalist