TAEDON RETH

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github.com/taedonreth

EDUCATION

University of California, Santa Barbara (UCSB)

June 2026

Bachelor of Science in Computer Science (GPA: 3.80 / 4.00)

Santa Barbara, CA

Relevant Coursework: Machine Learning, Operating Systems, Databases, Computer Architecture, Data Structures & Algorithms

EXPERIENCE

Zoox June 2025 - Present

Software Engineer, Contract

Foster City, CA

- Engineered a unified, Python-based workflow that automates master health validation, saving 12 hours of manual effort weekly. Managing automated test execution, triaging failures, and reverting PRs that introduce regressions in real-time.
- Overhauled the CI pipeline by eliminating low-value tests while optimizing coverage, which cut PR validation time by 60% and significantly increased code throughput.

Benioff Ocean Science Labratory

January 2025 - June 2025

Software Engineer Intern

Santa Barbara, CA

- Developed a React-based single-page application (SPA) with Tailwind CSS and Canvas API, creating interactive minigames to teach children key computer vision concepts such as data quality, annotation, and model accuracy.
- Showcased the game at the UN Ocean Conference in France; integrated into classrooms and clubs at Goleta Elementary School to teach over 500 students computer vision concepts, demonstrating real-world educational impact and global reach.

UCSB Computer Science Department

September 2024 – December 2024

Undergraduate Learning Assistant (CS 16: Intro to C++)

Santa Barbara, CA

- Assisted 100+ students in understanding core C++ concepts, debugging code, and developing problem-solving strategies in lab sections. Led additional exam preparation study sessions, improving student grades, engagement, and programming progress.
- Held lab and drop-in sessions to further reinforce class material such as: frequent testing, avoiding repetition, and consistency.

UCSB Statistics Department

November 2022 – June 2023

Data Science Research Assistant (Under Dario Ochoa)

Santa Barbara, CA

- Collaborated with PhD student to conduct a data collection experiment of 150+ participants. Analyzed relationships between economic decisions and player psychology using R Studio and linear regression, yielding 10% more accurate predictions.
- Utilized excel to organize, format, and accentuate information from survey results, alleviated weeks of manual parsing.

PERSONAL PROJECTS

Gaucho Graduate | React, Next.js, TypeScript, Node.js, Prisma ORM, PostgreSQL

January 2025 - March 2025

- · Designed and implemented an automated course catalog system that processes and serves data from UCSB's academic database, handling complex scheduling constraints and course relationships.
- Built a drag-and-drop course scheduling interface with real-time validation of prerequisites and graduation requirements, coupled with a responsive UI using Tailwind CSS for seamless performance across desktop and mobile devices.
- Developed API endpoints for course management and user data persistence, integrating OAuth with Google for secure authentication and ensuring efficient data handling.

Traveler | React, JavaScript, Node.js, OpenAl API, OpenWeather API

August 2024 - December 2024

 Developed a full-stack web application using Node.js and Express that streamlines trip planning through drag-and-drop itinerary building, real-time weather integration, and AI-powered travel recommendations.

Digit Recognition | Python, NumPy, Matplotlib, Jupyter Notebook

September 2024

• Built a digit recognition neural network from scratch using Python, achieving an accuracy of 82% on test data. Trained the model on the MNIST dataset, preprocessed data using Numpy, and visualized results with Matplotlib.

SKILLS AND INTERESTS

Programming Languages: C++, Python, JavaScript, TypeScript, R, & SQL

Languages: English (Fluent), Khmer (Conversational), Mandarin (Conversational), & Cantonese (Conversational)

Interests: Reading, Basketball, Weightlifting, Outdoor Running, Philosophy, and R&B Music