

# WESLEY CHOU

wesley.chou.2026@gmail.com | [linkedin.com/in/weschou013](https://linkedin.com/in/weschou013) | [github.com/wcia013twe](https://github.com/wcia013twe) | [weschou.dev](https://weschou.dev)

## EDUCATION

<b>University of Central Florida</b> <i>Bachelor of Science in Computer Science   Dean's List</i>	Orlando, FL Aug 2023 - May 2026
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## PROFESSIONAL EXPERIENCE

<b>Goldman Sachs</b> <i>Software Engineer Intern</i>	May 2025 – Aug 2025 Dallas, TX
<ul style="list-style-type: none"><li>Built a full-stack React dashboard powered by Spring Boot APIs and MongoDB, delivering real-time analytics for 2 global divisions, saving 150+ hours of manual reporting annually.</li><li>Developed REST APIs and aggregation pipelines handling 1M+ financial records, reducing query latency by 75% and supporting internal data workflows.</li><li>Won 1st place in firmwide hackathon building an AI-driven ticket routing service using LangChain RAG, cutting support response times by 60%.</li><li>Implemented 10+ end-to-end features with 95%+ unit and integration test coverage (JUnit, Jest), incorporating internal feedback to improve usability.</li></ul>	
<b>Kyrin Labs LLC</b> <i>Full-Stack Product Engineer</i>	Dec 2025 – Present Orlando, FL
<ul style="list-style-type: none"><li>Designed and launched a React/TypeScript learning platform with Supabase and MongoDB, including CI/CD pipelines, live authentication, and secure role-based access.</li><li>Architected scalable SQL and NoSQL schemas and implemented serverless RPC endpoints, reducing backend latency for full-stack operations.</li><li>Delivered features to 30+ beta users, generating \$9K revenue and validating platform usability.</li></ul>	
<b>Lockheed Martin</b> <i>AI Logistics Product Intern</i>	Jan 2025 – May 2025 Orlando, FL
<ul style="list-style-type: none"><li>Prototyped automated document ingestion system used by 50+ engineers, cutting manual entry by 80%.</li><li>Presented AI product roadmaps to leadership, securing funding for platform scaling across multiple teams.</li></ul>	
<b>UCF College of Optics and Photonics</b> <i>Undergraduate Research Assistant - Augmented Reality</i>	Aug 2025 – Present Orlando, FL
<ul style="list-style-type: none"><li>Built a real-time 3D gaze tracking pipeline with 478-point landmarks and adaptive filtering, processing high-throughput eye/head data for AR applications.</li><li>Optimized C++ signal-processing modules and inference pipelines for deterministic, sub-10ms gaze_target events, ensuring reliable real-time performance.</li></ul>	

## PROJECTS

<b>Emergent</b>   <i>FastAPI, Next.js, React, Google Gemini, Google ADK</i>	
<ul style="list-style-type: none"><li>Built multi-agent AI crisis simulation platform with FastAPI backend and Next.js/React frontend, orchestrating 50 persona agents for dynamic emergency scenarios.</li><li>Won 1st place at KnightHacks 2025 and 2nd place in Google's Autonomous Agent Challenge.</li></ul>	
<b>SoundHaus</b>   <i>React, FastAPI, Supabase, Docker, Electron</i>	
<ul style="list-style-type: none"><li>Designed full-stack music version control platform with React/Electron frontend and FastAPI backend, conducting 20+ user interviews, pitching to executives, and being accepted into UCF Startup Incubator.</li><li>Implemented backend audio versioning with Dockerized Gitea and Supabase, enabling reliable storage and retrieval of large media files.</li></ul>	

## TECHNICAL SKILLS

<b>Languages:</b> Python, Java, C, C++, TypeScript, JavaScript, Bash, SQL
<b>Frameworks &amp; Libraries:</b> React, Next.js, Electron, FastAPI, Spring Boot, Node.js, LangChain
<b>Databases &amp; Storage:</b> PostgreSQL, MongoDB, Supabase, Redis, S3
<b>Tools &amp; Infrastructure:</b> Docker, Kubernetes, Git, CI/CD pipelines, Vector Search (pgvector)