WESLEY CHOU

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EDUCATION

University of Central Florida   Orlando, FL
Master of Science in Computer Science (Accelerated Program)   *Aug 2026 – May 2027*
Bachelor of Science in Computer Science | Dean's List   *Aug 2023 – May 2026*
- Relevant Coursework: Multivariate Calculus, Matrix & Linear Algebra, Advanced Discrete Math

PROFESSIONAL EXPERIENCE

Transitional Housing Hub (Contract)   Dec 2025 – Present
Product Engineer   *Orlando, FL*
- Spearheaded a full-stack platform using React, FastAPI, and SQL within 2 weeks to accelerate product-market validation.
- Structured scalable relational schemas and RPC functions to optimize server-side execution, reducing latency in order to enhance user experience.
- Pioneered a RAG assistant using vector similarity search, reducing manual support volume by 40% in order to automate student assistance.
- Partnered with stakeholders to formalize feature roadmaps and timelines, onboarding 30+ beta users while iterating on feedback to ensure quality.

Goldman Sachs   May 2025 – Aug 2025
Software Engineer Intern   *Dallas, TX*
- Launched a full-stack data visualization dashboard (Spring Boot, React, MongoDB) for two global business divisions, eliminating manual reporting and saving 150+ hours annually.
- Developed RESTful APIs and MongoDB aggregation pipelines processing 1M+ investment records, reducing query latency by 75%.
- Delivered 10 features end-to-end across sprint cycles, maintaining 95%+ code coverage with JUnit and Jest test suites.
- Won 1st place in a firmwide AI Hackathon by building a LangChain RAG system that automated ticket routing and cut response times by 60%.

Lockheed Martin   Jan 2025 – May 2025
AI Logistics Product Intern   *Orlando, FL*
- Developed a RAG system (Python, LangChain) that automated document ingestion for 50+ reliability engineers, reducing manual data entry 80% and accelerating risk analysis workflows.
- Pitched AI product roadmaps to senior leadership, securing funding to scale RAG platform across reliability engineering divisions.

UCF College of Optics and Photonics   Aug 2025 – Present
Undergraduate Research Assistant - Augmented Reality   *Orlando, FL*
- Developing a gaze estimation pipeline combining geometric feature extraction with neural regression to improve AR system performance.
- Training neural regression models in PyTorch on iris datasets, evaluating gaze estimation accuracy in AR systems.

PROJECTS

SoundHaus | *React, FastAPI, Supabase, Docker, Electron*
- Co-founded a music version control platform in the UCF Upstarts Incubator
  , enabling audio branching and merging to streamline producer workflows.
- Engineered a backend infrastructure using FastAPI and dockerized Gitea, implementing a service layer to support scalable audio file versioning.

Emergent | *FastAPI, Next.js, React, Google Gemini, Google ADK*
- Built a multi-agent AI crisis simulation platform using Google ADK, orchestrating 50 persona agents to model dynamic emergency response scenarios.
- Won 1st Place at KnightHacks 2025 and 2nd Place in Google's Autonomous Agent Challenge.

TECHNICAL SKILLS

Languages: Python, SQL, Java, C, C++, TypeScript, JavaScript
Frameworks: React, Next.js, FastAPI, Spring Boot, Node.js, LangChain, Flutter, Electron
Tools & Infrastructure: PostgreSQL, MongoDB, MySQL, Docker, Kubernetes, Git, Cloudflare R2, Google Cloud Platform