William Sun

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Education

University of California, Irvine *September 2018 - March 2022*
B.S. IN COMPUTER SCIENCE AND ENGINEERING *Irvine, CA*
- Cumulative GPA of 4.0; graduated with summa cum laude
- Coursework includes Data Structures, Algorithms, Databases, Embedded Software, Compilers, and Operating Systems

Work Experience

Project Ronin *San Mateo, CA (Remote)*
SOFTWARE ENGINEER *November 2023 - March 2024*
- Maintained and enhanced Spring Kotlin microservices that communicated with multiple providers using the HL7v2 standard
- Implemented a microservice that interfaced with Kafka and Oracle's Autonomous Database to back a GraphQL API

CalAmp *Irvine, CA*
SOFTWARE ENGINEER II *July 2023 - November 2023*
SOFTWARE ENGINEER I *April 2022 - July 2023*
ASSOSCIATE SOFTWARE ENGINEER *September 2021 - January 2022*
SOFTWARE ENGINEERING INTERN *June 2021 - September 2021*
- Worked on both RESTful and Event-Driven backend microservices built using Java Spring and Node.js
- Improved performance of a bottlenecking backend microservice, increasing throughput by 3 times
- Created and maintained pipelines for deployments in AWS EKS and Lambdas. Added integrations with AWS Secrets Manager
- Other notable tools used include PostgreSQL, Redis, MongoDB, S3, Kafka, ActiveMQ, and Kinesis

Samaritan *Seattle, WA*
ANDROID DEVELOPER INTERN *May 2020 - September 2020*
- Updated Samaritan's user-facing Android app, bringing 2 years worth of iOS updates to the Android version
- Created and refactored many different core activities on the app, including the app's primary newsfeed and messaging pages
- Learned and used Functional Programming, Asynchronous handling of API calls, the Agile process model and the different mobile software architectures

CK-12 Foundation *Palo Alto, CA*
INTERACTIVES DEVELOPER INTERN *June 2019 - September 2019*
- Developed, tested, and debugged interactive web applets to be embedded in an online textbook platform
- Designed the UI of the applets, as well as the scripting done to animate objects and handle user inputs through JavaScript

Projects

MsTracker
TASK TRACKING WEBAPP *June 2023 - October 2023*
- Designed and created a React App using Typescript, Tailwind CSS, and Firebase that tracks tasks for an online game
- Created Serverless Cloud Function that acts as a proxy to 3rd party API and caches data in Firebase
- Deployed React frontend and Serverless Cloud Function through Firebase - https://buffnw.app

Don't Worry Mom
FALL DETECTION APPLICATION AND DEVICE *September 2021 - March 2022*
- Wrote CRUD endpoints in Java Spring Server and designed SQL Schemas
- Integrated Twilio and Sendgrid APIs in order to send crash notifications via text and email if devices detect a crash
- Wrote multi-threaded code to run on Embedded platform to collect and report GPS and Accelerometer data
- Deployed the Java Spring server, PostgreSQL database, and React Frontend through Heroku Containers

Anteater Electric Racing
EMBEDDED TEAM CO-LEAD *March 2021 - September 2021*
EMBEDDED ENGINEER *January 2021 - March 2021*
- Implemented Embedded software to read accelerometer, wheel speed, temperature, and GPS data from sensors
- Designed a system that uses OBDII to transmit data between components to be used in processing and data collection

Skills

Languages Java, Kotlin, Python, C++, JavaScript, Typescript
Tools SQL, MongoDB, Redis, ElasticSearch, Docker, Kubernetes, Kafka, ActiveMQ, Kinesis, S3, Lambda