

# HENRY HSU

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## EDUCATION

### Rice University

M.C.S., Computer Science

Aug. 2025 – Dec. 2026 (Expected)

Houston, TX

### National Yang Ming Chiao Tung University (NYCU)

B.S., Industrial Engineering and Management (GPA: 4.07/4.30)

Sep. 2020 – Jun. 2024

Hsinchu, Taiwan

Minor: Computer Science (Domain GPA: 4.13/4.30)

## WORK EXPERIENCE

### AI Engineer *MaiAgent Co., Ltd. – Generative AI Startup*

Sep. 2024 – Aug. 2025

- Transformed chatbots into agents by integrating memory systems, tool APIs, and MCP Client, resulting in **120%** partner growth (MSI, HPE, iGroup) and **567%** user expansion (**3K** to **20K** users) while optimizing LLM token usage to **67%+** efficiency
- Refactored and optimized RAG architecture with async framework and dual-database synchronization (RDB/Vector DB), enabling tag-based filtering and multi-knowledge base management, which scaled the system from **3M** to **20M+** files while maintaining API response times and doubling indexing performance
- Introduced testing framework using pytest for unit and E2E coverage, achieving **67%** test coverage from **zero** baseline, which reduced production hotfixes by **90%** initially and sustaining a **50%** reduction long term
- Contributed 14 merged pull requests to the LlamaIndex open-source project, fixing bugs and adding features in integrations with Bedrock Converse, Elasticsearch, Cohere, OpenAI, MCP Client, PostgreSQL, and Agent Workflow, enhancing the community ecosystem

## PROJECTS

### Agentic Hybrid RAG | *Graph RAG (Neo4j, Cypher), Vector RAG (Milvus), Multi-Agent (LangGraph)*

Feb. 2024 – Jul. 2024

- Implemented a query classification agentic (GPT-4o-mini) system that picks a global or local approach to request slicing from Graph RAG, Vector RAG (hybrid embedding search) or a Hybrid (Graph & Vector) RAG path
- Used K-means and DBSCAN to recognize pivotal nodes of the vector database, building a low-cost Graph RAG. Saved 35% of build token cost, with only 2.56% worse on average in RAGAS
- Enhanced vector RAG hit rate using data retrieved from Graph RAG with HyDE, balancing both global and detailed information for more accurate responses. Achieved an MAR@10 of 88.2% on multi-hop datasets

### Problem-Solving System with Multi-Agent RAG | *LangChain, CrewAI, Streamlit, Chroma*

Feb. 2024 – Jul. 2024

- Utilized LangChain and Chroma to apply a multi-agent RAG framework for high school student question answering
- Enabled Streamlit-based user tuning of LLM settings and inspection of chain-of-thought and fetched chunks
- Used CrewAI to assign roles to LLMs for collaborative problem-solving, assisting students with problem-solving, exam detection, concept analysis, and compared open-source LLMs (Llama 3) and commercial LLMs (GPT-4)
- Top 3 of 50 teams in the Computer Science AI workshop, winning the Outstanding Award

### Fitness Motion Classification | *Keras, scikit-learn, MediaPipe, OpenCV, NumPy*

Feb. 2024 – Mar. 2024

- Trained and compared different models to classify fitness motions in videos, including squats, bench presses, and deadlifts by 33 human skeleton keypoints extracted by MediaPipe and body angles derived from the keypoints
- Used LSTM and Random Forest to analyze the data, achieving an accuracy of 80.52% & 88.31%, respectively

### Chat Bar - An Online MUD Game with Group Chatting Utility | *C/C++ (SFML), SQL*

Oct. 2023 – Jan. 2024

- Developed a real-time multiplayer role-playing chat game using socket programming with server & client architecture
- Implemented login, registration, and ranking features for user management with SHA-256 hashing, JSON, and MySQL

## AWARDS

**Presidential Hackathon Winner (2024)** - Urban noise detection with LLM-powered structured analysis

**23rd Golden Peak Award (2025)** - Outstanding Commercial Product, MaiAgent AI Platform

**Two-Time Dean's List Recipient** - Top 5% Academic Performance, NYCU

**Atona Case Competition Finalist (Top 1%)** - National enterprise transformation competition

**AI Workshop Outstanding Award (Top 3/50)** - Multi-Agent RAG tutoring system, NYCU CS

## SKILLS

C/C++, Python | SQL (PostgreSQL), NoSQL (Neo4j, Milvus, Elasticsearch) | Unix (Linux, FreeBSD), Git, Docker, Shell Script (Bash) | Generative AI (LangChain, LangGraph, LlamaIndex, MCP) | Backend (Django, DRF, Celery) | Machine Learning (PyTorch, scikit-learn) | AWS (Bedrock, EC2, S3, RDS, ElastiCache) | Agile, Scrum