

Justin He

408-966-5659 | justinhe@ucla.edu | [linkedin.com/in/justinhe24](https://www.linkedin.com/in/justinhe24) | github.com/justinHe123 | justinhe.me

EDUCATION

University of California, Los Angeles (UCLA)

Sep. 2020 – Jun. 2023

Bachelor of Science in Computer Science, GPA 4.0

Los Angeles, CA

- Coursework: Operating Systems, Machine Learning, Algorithms & Complexity, Computer Graphics, Computer Organization, Probability, Discrete Structures, Linear Algebra
- Activities: Association for Computing Machinery (ACM), Upsilon Pi Epsilon (UPE), Creative Labs, Association of Chinese Americans (ACA)

EXPERIENCE

Incoming Software Engineer Intern

Jun. 2022 – Sep. 2022

Meta

Menlo Park, CA

Software Engineer Intern

Jun. 2021 – Sep. 2021

Fwaygo

Los Angeles, CA

- Developed microservices in Go for user/song data processing, report handling, and server-to-client messaging
- Utilized RabbitMQ to facilitate interservice pub/sub communication between Docker container clusters on GKE
- Created GraphQL APIs for user/song queries & mutations and integrated them into the React Native frontend

Software Developer

Apr. 2021 – Jun. 2021

NurLabs

Los Angeles, CA

- Collaborated with UCLA researchers to develop a script for batch extracting spectroscopy data from .WDF files to train a machine learning lung cancer detection model
- Improved data extraction time from 2 minutes per file to less than one second overall
- Created a server and API for receiving and storing client information using PostgreSQL, Node, and Express
- Practiced agile scrum methodology through daily stand-ups with founders from UCLA Anderson

Full Stack Developer

Sep. 2020 – Apr. 2021

WeChews

Los Angeles, CA

- Collaborated with a team of 10 to build a React Native app that matches users with restaurants to eat at
- Implemented push notification service with Google Cloud Messaging and image uploading with Amazon S3
- Developed a REST API for notifications using PostgreSQL, Node, and Express

PROJECTS

Roblox Reviews | *Python, React, TypeScript, Google Cloud Platform, MySQL*

Jun. 2020 – Present

- Developed a full-stack web app using React offering game review services for 3,000+ users
- Designed APIs for accounts, reviews, and full text game searching using Python, Cloud Functions, and MySQL
- Utilized BeautifulSoup to scrape Roblox pages for game metadata to store in a database
- Published an extension to Chrome store adding a rating interface to roblox.com with Roblox Reviews statistics

Note Global | *React, JavaScript, Firebase, Realtime Database*

Apr. 2021

- Led a team of 4 students to create a React app for college students to find and share course notes
- Implemented a PDF viewer interface in React and uploading utilizing Realtime Database and encoded PDFs
- Performed a cost-benefit analysis of various data stores and storage methods for a serverless application
- Guided team members using experience with React and JavaScript to overcome technological challenges

TECHNICAL SKILLS

Languages: C++, Python, Go, JavaScript/TypeScript, Java, Bash, C, SQL

Libraries: React, Node, Express, GraphQL, PyTorch, NumPy

Technologies: Git, Docker, Google Cloud, AWS, Firebase, MySQL, PostgreSQL