KAYLEE DENG

Software Engineer — San Francisco, CA

Technical Skills

Languages: Java, Python, JavaScript, C++, C, SQL, HTML

Technologies/Frameworks: React, Node.js, Express, MongoDB, Flask, GitHub, AWS, RLlib

Education

UC Irvine 2019 - 2021

B.S. in Computer Science GPA: 3.85/4.0

Relevant Coursework

• Data Structure Implementation and Analysis

- Design and Analysis of Algorithms
- Introduction to Data Management
- Information Retrieval

- Operating System
- Project in Artificial Intelligence
- Machine Learning and Data-Mining
- Project in Databases and Web Applications

Projects

Information Retrieval Project

10/2021 - 12/2021

https://cs121-search-engine-flask-app.herokuapp.com/

Crawler and Search Engine

- Implemented a web crawler to retrieve web pages from UCI ICS domain with Sim Hash
- Constructed a partial indexer to store the tokens based on the calculation of its TF-IDF score
- Improved the search engine to handle tens of thousands of web pages with a query response time under 300ms
- Technologies Used: Python, Flask, HTML/CSS

Fabflix 04/2021 - 06/2021

https://fabflix.kayleedeng.com

Full Stack Web Application

- Implemented with RESTful API, HTTPS enabled, encrypted password and reCATPCHA
- Integrated the application to **Android platform** that retrieves data from the same backend environment
- Improved the application performance by 30% after applying Master-Slave replication and load balancer technique
- Enhanced user interaction by converting the data retrieval method to support full-text search and autocomplete that uses **Levenshtein distance**
- Technologies Used: JavaServlet, Javascript, MySQL, AWS, GCP, Android, HTML/CSS

Let's Fika 01/2021 - 06/2021

https://letsfika.today/

Full Stack Capstone Project

- Designed system models on database structure and web application functionalities
- Worked on website's user flow and administrative content management using MERN full stack development
- Retrieved media contents from hosting platforms, Spotify and YouTube, by calling the APIs with OAuth2.0
- Technologies Used: React, Node.js, Express, MongoDB, HTML/CSS

Pixel Jump 10/2020 - 12/2020

https://bikaylee.github.io/Pixel-Jump/final.html

Deep Reinforcement Learning Project

- Trained the agent with the **PPO** algorithm that makes updates based on the transitions that were obtained by the current policy and is used in the agent's decision for better performance
- Calculated the 3D projectile motion data points to perform a real jump in Malmo
- Technologies Used: Python, RLlib, PPO, Gym

Experience

Teacher Assistant (Java)

San Francisco, CA

 $CCSF\ CS\ Department$

08/2018 - 05/2019

- · Assisted students in acquiring better understanding of targeted weak areas within Java fundamental concepts
- Administered academic guidance and tutoring to students during office hours
- Evaluated 200 student's assignments with feedback