Ian Conceicao

Software Engineer

I am a recent computer science graduate with internship experience in full-stack development and research experience in machine learning. I am pursuing entry-level backend, full-stack, and machine learning roles.

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Experience

Amazon

Software Engineer Intern | 2022 Summer

• Led a cost minimization project for a cache that serves 30 million requests-per-hour for numerous types of Amazon devices

• Designed and implemented major infrastructure and software overhauls that cut the cache cost by 78%, projecting to save the org around $1 million next year and more the following years as the service scales

• Overhauled the cache's codebase to a federated style architecture to provide seamless interoperability between various device types

Amazon

Software Engineer Intern | 2021 Summer

• Created a web application for owners to more effectively interact with a configuration database containing several tables

• Designed an intuitive layout that lead to a much simpler and less technically demanding workflow for software engineers and project managers

• Implemented practical features such as type-checking, version history, and access control to limit bugs and keep track of changes

Center for Vision, Cognition, Learning & Autonomy

Undergraduate Researcher (UCLA) | Oct 2019 — June 2021

• Developed optimal plans, in real time, for virtual agents to collaborate and cook meals together in 3-D photo realistic kitchens

• Generated dynamic scene graphs out of complex 3-D environments, allowing AI agents to more easily infer about and make plans in their environment

Lumentum

Information Security Intern | 2020 Summer

• Created a web dashboard providing the Information Security team real time alerting of security events and trends

• Improved the workflow for security admins to check system health by centralizing data from numerous sources onto clear graphs on a single page

Education

University of California, Los Angeles | 2018 - 2022

B.S. Computer Science - 3.60 GPA

Relevant Electives:

Artificial Intelligence	Machine Learning
Computer Graphics	Natural Language
Computer Animation	Processing
Data Science	Reinforcement Learning
Database Systems	

Technologies

Backend

JavaScript and TypeScript (Node.js)
Java (Spring)
Python (Django and Flask)

Frontend

React	jQuery

Databases

Redis (AWS)	SQL
DynamoDB (AWS)	MongoDB
S3 (AWS)	

Research

PyTorch	TensorFlow
NumPy	UE4 & C++

Projects

Web App | Zoomie Roomies

• Created a website for college graduates to find future roommates: Github.com/IanConceicao/ZoomieRoomies
• Implemented the data repository, business logic, and backend API

Multi Agent Deep RL | Tetris 99

• Developed a multiplayer Tetris game environment, implemented training algorithms, and optimized reinforcement learning agents to play above the human level: Github.com/IanConceicao/Tetris-99-Deep-RL