William Jiang

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Education

University of California, Los Angeles (UCLA) September 2024 - June 2028
Bachelor of Science in Computer Science and Engineering *GPA: 3.7*
- Coursework: Deep Learning, Software Construction, Data Structures and Algorithms, Computer Architecture

Experience

Machine Learning Research Intern June 2026 - September 2026
PlayStation *San Mateo, CA*
- Automated PlayStation terminology compliance to reduce **30%** of manual QA testing time using machine learning.
- Developed a **PyTorch** cross-attention pipeline with an **MLP head** to classify in-game text with a **97%** F1 score.
- Led annotation team by designing custom workflows and protocols to produce a dataset of **5,000** gameplay images.
- Deployed an end-to-end pipeline with **PaddleOCR** to visualize model predictions for **20 images per minute**.

Software Engineering Intern June 2025 - September 2025
Geotab *Oakville, ON*
- Enhanced **.NET**-based installation software for Geotab devices used in **4.7 million vehicles** in global fleet tracking.
- Refined the QR-code workflow for **75,000** monthly installations to achieve a **15%** faster average mobile setup time.
- Improved **C#** backend logic to auto-populate asset data from serial scans to reduce registration errors by **30%**.
- Resolved production exceptions and customer-reported issues for over **50,000** businesses by using logs in **BigQuery**.

Fullstack Software Engineer September 2024 - December 2024
Swipe-Smart *Los Angeles, CA*
- Developed an **iOS app** to help users maximize cashback rewards by tracking credit card offers using **Swift**.
- Estimated **$1000/year** in user savings from simulating spending data against category-optimized recommendations.
- Accelerated the user setup process by **45%** by refactoring the data structure for credit card reward categories.
- Improved credit card **UI** and simplified card setup process from **Figma** designs to reduce user setup errors by **25%**.

Research

Undergraduate Researcher September 2024 – June 2025
UCLA Robot Intelligence Laboratory *Los Angeles, CA*
- Engineered a shared autonomy system to perform pick and place tasks with a robot arm by tracking eye movement.
- Reduced task completion time by **50%** compared to a button-controlled baseline while lowering user cognitive effort.
- Achieved a **97%** success rate in correctly inferring user intent from eye tracking during end-to-end user study trials.
- Benchmarked **5 VLMs** on **30** intent tasks to achieve up to **94%** accuracy in translating gaze to multi-step actions.

Computer Vision Researcher June 2024 – September 2024
Vision and Image Processing Laboratory *Waterloo, ON*
- Built an automated hockey analytics pipeline for **Stathletes** to track statistics for **31 leagues** and **34,668 players**.
- Designed a **YOLO**-based detection and tracking system with **98%** accuracy in identifying players using **Python**.
- Developed an **XGBoost** model using features from **150 games** to quantify player performance on a per-play basis.
- Optimized model generalization by minimizing **RMSE** over **100** boosting rounds to a final validation value of **0.14**.

Leadership

Sponsorships Coordinator September 2026 – Present
LA Hacks *Los Angeles, CA*
- Organized a **36-hour hackathon** bringing together **1k+ developers** to build projects, with **$50K+ in prizes**.
- Secured **$200k+ in sponsorships** from Fortune 500 companies and startups to fund event operations and prizes.
- Coordinated technical workshops and managed on-site logistics to create a experience for hackers and sponsors.

Technical Skills

Languages: Python, Java, JavaScript, SQL, C#, C++, C, TypeScript, Golang, Swift, HTML/CSS, Bash, Lisp
Dev Tools: Git, Github, Gitlab, Docker, Linux, MongoDB, PostgreSQL, Firebase, Jira, VSCode, BigQuery
Frameworks: React, Nextjs, Node, Svelte, FastAPI, ASP.NET, Angular, Flask, Django, Kubernetes, OpenCV, TCP/IP
Concepts: Machine Learning, Computer Vision, Neural Networks, Reinforcement Learning, Agile Methodologies, Functional Programming, API Design, Open Source, Documentation, Unit Testing, Application Logging, Shell Scripting