

William Jiang

Los Angeles, California

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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: Software Construction, Data Structures and Algorithms, Computer Architecture, Deep Learning

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

Technology Team Director

April 2025 – April 2026

GLITCH @ UCLA

Los Angeles, CA

- Organized a **24-hour** hackathon with Google with over **10k** in cash prizes to promote their recent developer tools.
- Drove **1,000+ applications** and **10,000+ site visits** through targeted SEO and digital marketing campaigns.
- Secured **\$75K+ in sponsorship funding** by managing partner outreach and relationships with corporate sponsors.
- Built application portals, operational dashboards, and live-event infrastructure supporting **400+ attendees**.

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