

Jeffrey Ha

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Skills

Languages: C#, C++, CSS, Go, HTML, Java, JavaScript, Python, SQL, TypeScript

Frameworks / Libraries: Express.js, gRPC, GraphQL, Node.js, OpenGL, Protobuf, React Native, React.js, Redis, Thrift

Tools: Amazon Web Services, Firebase, Figma, Git, Google Cloud Platform, Jira, Kubernetes, MongoDB

Work Experiences

Scale AI | Front-end Software Engineer II | Public Sector

July 2025 - Present

CSS, HTML, JavaScript, Next.js, React.js, Tailwind, TypeScript

- Working on the Donovan product to build user interfaces that enable the rapid deployment of specialized AI agents for government mission-critical workflows!

Niantic | Full-Stack Software Engineer II | Studio Core (laid off)

Sep 2024 - May 2025

Amazon Web Services (S3 & Lambda), C++, CSS, HTML, JavaScript, Node.js, OpenGL, React.js, SQL, Three.js, TypeScript

- Built the next-generation game engine for immersive web AR / game creation, contributing to its launch out of beta and rapid growth to over 10k+ monthly active developers.
- Redesigned the entire front-end UI Toolkit interface, streamlining layout and interaction flows to support faster creation and iteration of visual UI elements across thousands of user projects.
- Developed full-stack infrastructure for image-based AR experiences ("Image Targets") used in retail, CPG, and entertainment, anchoring interactive content to real-world packaging, labels, and print media.
- Recognized as top bug-resolving engineer org-wide, driving major improvements to usability and user experience.

Nuro | Full-Stack Software Engineer II | Teleoperations Mission Control

Dec 2023 - Aug 2024

CSS, Go, Google Cloud Platform, GraphQL, gRPC, HTML, JavaScript, Kubernetes, Mapbox, Protobuf, Python, React.js, Redis, SQL, TypeScript

- Independently drove the development of a new internal birds eye view platform used by hundreds of vehicle operators to monitor and control the entire fleet of autonomous vehicles on public roads.
- Optimized the navigation of 100+ vehicles to handle blockages, supporting unsupervised indirect control operations.
- Expanded autonomous delivery capacity tenfold by integrating live order monitoring in collaboration with partners such as Uber, 7-Eleven, and Kroger.
- Engineered a platform that enabled remote operators and legal teams to access and review recent vehicle camera feed playback, ensuring safer scene assessments and driverless road deployments.

TikTok | Full-Stack Software Engineer | AR Effect Platform

Apr 2023 - Dec 2023

Apache Thrift, CSS, Go, HTML, JavaScript, Node.js, React.js, Remix, SQL, TypeScript

- Led and built the internal team platform (and roadmap) used by hundreds of operators to increase efficiency by 50% and accuracy by 95% in daily operations supporting millions of AR effect creators.
- Enabled AR designers to monetize their effects through the rewards service, increasing designer retention by 60%.
- Launched new mobile-friendly documentation site, increasing UV of tutorial pages by 133% through improved search functionality / versioning control and reduced technical writers' article creation & staging time by 50%.
- Architected the end-to-end design of a new monthly monetization campaign, garnering over 100k+ new effects.

TikTok | Full-Stack Software Engineer | Creator Growth

Oct 2022 - Apr 2023

Apache Thrift, CSS, Go, HTML, JavaScript, Node.js, React.js, SQL, TypeScript

- Exported millions of local creator data to be hosted on Lark Docs, acting in compliance with EU federal privacy laws.
- Automated creator transfer process when operator has left their role, increasing accuracy of managed creators by 15%.
- Increased number of creator programs added by 30% within 2 months of implementing self-service configuration.
- Overhauled CRM role management dashboard system with new design and robust REST APIs that decreased missing or inaccurate data by 41%, ensuring reliable operator-related operations.

Education

University of California San Diego | B.S. Computer Science

Graduated Jun 2022