Jeffrey Ha

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Skills

Languages: Java, Python, C++, JavaScript, Kotlin, TypeScript, C#, HTML, CSS, SQL, Go
Frameworks / Libraries: Node.js, Express.js, React.js, React Native, OpenGL, Socket.IO, Protobuf, Thrift
Tools: Firebase, Git, MongoDB, Amazon Web Services (S3, Lambda, DynamoDB, API Gateway), Figma, Jira, Unity, Unreal Engine

Work Experiences

TikTok | Software Engineer | Effect Platform   Apr 2023 - *Present*
Go, JavaScript, Node.js, React.js, SQL, TypeScript
- Leading and building 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 30%.
- 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%.
- Integrated tax-compliant payment solutions for all external campaigns, streamlining processes for all operators.

TikTok | Software Engineer | Creator Growth   Oct 2022 - Apr 2023
Go, 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 20% 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.

Meta | Software Engineer Intern | XR Input Data Systems   Jun 2022 - Sep 2022
C++, C#, Python, Unity, Unreal Engine
- Imported thousands of pre-collected body profiles from JSON to the internal XR simulation pipelines.
- Generated large training synthetic data through the diversification of digital human rigs' blend shape and size.

Amazon | Software Development Engineer Intern | Business Data Technologies   Sep 2021 - Dec 2021
AWS (Lambda, Step Functions, S3, Gateway, Smithy, DynamoDB), Java, Kotlin, TypeScript
- Built a campaign management service, increasing user engagement across Amazon's millions of large datasets by 95%.
- Implemented an event-driven microservice, automating the process of sending campaign emails to thousands of employees for new unreviewed datasets.
- Designed and executed the workflow APIs to allow employees to customize subscriptions to hundreds of campaigns.

Nvidia | Software Engineer Intern | Tegra Camera Graphics   Jun 2021 - Sep 2021
C++, Elasticsearch, Kibana, Python, Vulkan
- Developed an internal unit status dashboard that visualizes Vulkan SC's static analysis, code coverage, and Jira burndowns on a per-unit basis; supporting and visualizing the progress of automotive safety.
- Resolved 20+ AUTOSAR, CERT, and MISRA coding style violations, ensuring codebase is compliant with modern automotive standards.

General Motors | Software Engineer Intern | Infotainment & Connectivity   Apr 2021 - Jun 2021
Perl, Python
- Automated 1000+ approved change requests in transfer to the development dashboard, decreasing overhead by 18%.
- Reverse-engineered multiple vehicle calibration scripts from Perl to Python to increase readability and maintainability.

San Diego Supercomputer Center | Software Engineer Intern | Research Data Services   Jun 2020 - Sep 2020
C#, JavaScript, MongoDB, Node.js, Unity
- Coordinated tasks using Scrum Agile Processes to test and develop a COVID-19 safety game that reached 100+ players.
- Innovated primary reward system and other gameplay mechanics, advising developers on course of action with tasks.
- Deployed a server that handles client communication using sockets, implementing multiplayer support.

Education

University of California San Diego | B.S. Computer Science   Graduated Jun 2022