

Kyle He

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EDUCATION

University of Southern California

B.S. and M.S. in Computer Science

Expected Graduation: May 2026

GPA: 3.9/4.0, Major GPA: 4.0/4.0

- **Honors:** Presidential Half-Tuition Merit Scholarship, Viterbi Dean's List, Academic Achievement Award
- **Graduate Coursework:** 3D Graphics & Rendering, Analysis of Algorithms
- **Undergraduate Coursework:** Operating Systems, Computer Systems, Artificial Intelligence, Embedded Systems, Algorithms, Discrete Math, Linear Algebra, Probability Theory, Machine Learning, Functional Programming

SKILLS

- **Languages:** Python, C++, C, C#, Java, OCaml, Javascript, Rust, HTML/CSS, Datalog, SQL
- **Libraries/Frameworks:** Pandas, PyTorch, NumPy, React, Svelte, Unity, AWS, Docker, Vercel

EXPERIENCE

Meta *Software Engineering Intern*

June 2025 - August 2025

- Incoming Summer 2025

Bloomberg *Software Engineering Intern*

June 2024 - August 2024

- Built an **expressive filter language library in C++** for [TickerPlant](#), Bloomberg's market data storage/processing system.
- Achieved ultra-low latency expression binding and evaluation ($< 0.2 \mu\text{s}$ / standard eval) through low-level code optimization.
- Integrated the library into the query processing engine that handles over **80 billion queries a day**, enhancing code maintainability and expanding filtering capabilities; new syntax is set to replace the current query filtering API.

USC Viterbi School of Engineering *Course Producer*

August 2023 - May 2024

- Designing course content and holding office hours for **CSCI 170 (Discrete Math)** during Fall 2023 and Spring 2024.
- Teaching topics like asymptotic notation, algorithm analysis, graphs, counting, and first-order logic.

VMware *Software Engineering Intern*

June 2023 - August 2023

- Developed a bug triage tool to automatically detect duplicate bugs using deep learning for the vSAN System Test team.
- Designed and trained a **Siamese Neural Network** using **PyTorch** to reduce duplicate bug entries by 15%.
- Created a full-stack web tool with **AngularJS** and **Flask**.

USC GLAMOR Lab *Undergraduate Researcher*

April 2023 - July 2024

- Developed and trained reinforcement learning models using **Stable Baselines**, devising new policy networks to improve collaboration through communication in collaborative games like Overcooked.

PROJECTS

Programming Language Interpreter *Python*

- Built a tree-walk interpreter for a dynamically-typed, object-oriented language with support for variables, functions, control flow, first-class functions, block scoping, class inheritance, and error handling based on Lox.

Unus Motus (Puzzle Game) *C#, Unity, MongoDB*

- Created a tile-based puzzle game with C# on **Unity**, featuring 14 unique levels and a leaderboard stored on **MongoDB**.
- Try it here: <https://keeelay.itch.io/unus-motus>

FoodMatch *Typescript, React, TailwindCSS, Python, ConvexDB*

- Created a social media website using **TypeScript**, **React**, and **TailwindCSS** for a 36-hour hackathon (TreeHacks @ Stanford) that identifies a user's taste preferences with a pairwise ELO ranking system.

LEADERSHIP & INVOLVEMENTS

USC Makers *Project Manager, Software Engineer*

September 2022 - Present

- Led a team of 6 students to build a fun mechatronics project over the course of a year, presenting updates to club sponsors like the Ming Hsieh Department of ECE, Second Order Effects, Tesla, and Microsoft.