Raymond House

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Technical Skills

- Cloud Architecture & Distributed Systems
- Object Oriented Programming
- Full Machine Learning Lifecycle
- CI/CD Pipelines
- Linux/Windows

- Full-Stack Web Development
- 3D Vision Prototyping
- Git/Version Control
- SQL/NoSQL Databases
- Networking & Security

Languages Python, Typescript/JS, C++, Java Go, SQL, Bash

Software AWS(EC2, Batch, S3, Amplify, ECR, CloudFront), JetBrains Suite, Wireshark, GCP, Docker, Postman, Git, Gitlab CI **Frameworks/Libraries** Next.js, React, Vue, Flutter, OpenCV, Pytorch, Pandas, COLMAP, Nerfstudio, Flask

Experience

Software Engineering & Security Intern | IMETALX LLC.

2025 Sep — Present

- Designed and launched the core web platform for the company's 3D reconstruction pipeline, owning development
 end-to-end (Supabase auth/database, gaussian splat viewer, AWS integration, ChatGPT-style landing page) in a startup
 environment.
- Resolved a critical networking bottleneck (router/firewall IP overlap) by redesigning subnets and remapping cabling, eliminating recurring outages and documenting a network security SOP aligned to NIST 800-171 / CMMC L2.
- Refactored a 5k-line HIL pose tool into modular OOP components, reducing code size by ~50% and merging the
 pipeline into a single Docker image for ECR, easing CI/CD and deployments.
- Prototyped and debugged SoTA 3D vision methods (Volumetric SDF, NeRF, Gaussian Splatting) on terrestrial datasets.

Android Development Researcher | UCI Gavin Herbert Eye Institute

2023 July - 2024 August

- Developed a CNN-based Android app in Java and Kotlin that identifies medication labels using object detection and text recognition. Published on Google Play store with 50+ downloads, used by several medical facilities.
- Optimized expiry date algorithm by 40% and wrote methods to store / retrieve JSON data in internal storage.

Software Engineer Intern | NeuroLeap Corp.

2023 Sep — 2024 January

- Developed API endpoints in **Go** for emails transactions, user registration, and user information changes using Sendinblue, along with session token validation for secure web processes.
- Conducted testing of all APIs using Postman and Postgres + SQL to ensure reliable backend functionality.

Personal Projects | Multiple projects across various environments

2022 April — Present

- Wrote a compiler front-to-back: CFG construction, SSA form, and DLX codegen; visualized IR with Graphviz/DOT.
- Shipped games and content to an audience of ~45k subscribers, practicing rapid feedback loops and observability.
- Developed image processing kernels that run 2D convolution and matrix multiplication in parallel using grid-stride loops. Reduced data migrations using async memory prefetch. Earned NVIDIA certifications in CUDA.
- Built a phone-camera PPG pipeline (signal QC, peak detection, classical ML classification) and a doctor/patient portal (Next.js) for reviewing sessions; implemented on-device preprocessing to keep PHI off-device by default.

Education

University of California Irvine – B.S in Computer Science (June 2025) Irvine, CA