

Julian Michael Rice

Linguistics & Computer Science | UCLA 2020

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Education

- University of California, Los Angeles | GPA: 3.4 / 4.0 | SEP 2016 – APR 2020
- ❖ Linguistics & Computer Science B.A., Japanese B.A, Entrepreneurship Minor
- Kaohsiung American School | GPA: 3.8 / 4.0 | AUG 2012 – JUN 2016
- ❖ IB Diploma: 37, CAS: 360 hours, ACT: 33 (STEM: 35), String Orchestra President & Concertmaster

Work Experience

- Panasonic, AI Engineer Intern | Osaka, Japan | JUN 2019 – AUG 2019
- ❖ Improved DL AI algorithms used to detect facial landmarks, concentration levels by 8%, and partially developed a real-time application for concentration ratio measurement. (Deep Learning, OpenCV)
 - ❖ Developed PyQt5 program to facilitate experiments aiming to check accuracy of the concentration ratio program that Panasonic currently uses. (PyQt5, Text, CSV parsing)
- Logos News, iOS Engineer Intern | Los Angeles, USA | APR 2019 – JUN 2019
- ❖ Optimized the app by modifying Swift code; generated 90%+ faster load time increases for user endorsements. Cleaned hundreds of lines of code in the codebase. (Swift, Xcode, Front)
 - ❖ Implemented 2 new features into the base app using Swift and connecting the front-end to Firebase; Used git version control to work with others. (Git, Firebase, Back)
- Microsoft, Campus Representative | Los Angeles, USA | OCT 2017 – MAY 2018
- ❖ Gathered over 1000 total likes through social media and documented activity via reports and 25 interviews per week with UCLA students that own Microsoft hardware and software.

Highlighted Projects

- Shujinkou: Japanese Language Learning JRPG (Lead Programmer) | OCT 2019 – PRESENT
Tools & Languages: Unity, C#, Python, Photoshop, Premiere Pro, HTML/CSS/JS | www.ricegames.net
- ❖ Designed and built myriad of features into the codebase, including gameplay, UI, data serialization.
 - ❖ Tasked & evaluated all PRs for 6 other programmers, designed class dependency diagrams and more.
 - ❖ Earned 15k+ unique visits to the website, 2k+ mailing list subscribers & covered by 15+ news sites.
- Pearl: AI-Powered Earbuds (Frontend Programmer, Graphic Designer) | NOV 2019 – PRESENT
Tools & Languages: HTML/CSS/JS, jQuery, Bootstrap, Mailchimp, Photoshop | www.pearlbuds.com
- ❖ Redesigned the Indiegogo campaign page, helped raise \$50,000 in a day and over \$315,000 total.
 - ❖ Redesigned new site & increased call-to-action (CTA) conversation rate from 25% to 67%.

Highlighted Skills

- ❖ **Skilled:** C++, C#, Python, HTML, CSS, JavaScript, Git, Unity, GameMaker 2, AGILE, DS & Algorithms
- ❖ **Experienced:** OpenCV, Flask, React, Haskell, Swift, SQL, Photoshop, Premiere, Garageband, MuseScore2
- ❖ **Languages:** English (Native), Japanese (Full Fluency), Chinese (Conversational)
- ❖ **Other:** Violin (Expert), Cello (Proficient), Piano (Proficient), Music Composition, Creative Writing

Rice Games (Selected Accomplishments)

- Exhibited his Japanese language learning game Shujinkou at the 2019 Tokyo Game Show.
- Created financial projections, pitch decks, business plans, recruitment (1000+ applicants), ran multiple ad campaigns on Google, Youtube, Facebook, designed multiple graphics and videos.
- Contacted by Chinese giant (Alexa Rank: 39) [bilibili](http://bilibili.com) to collaborate with game publishing.
- Works as a programming tutor & more to earn money to pay the part time salaries of all 9 developers at Rice Games while double majoring and minoring at UCLA with internships and other projects.