

TERENCE TSE

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OBJECTIVE

Motivated and detail-oriented engineer looking to bring my excellent problem-solving and communication skills to a team.

TECHNICAL SKILLS

Languages – JavaScript, Python, SQL, TypeScript, HTML, CSS, MATLAB

Libraries – React, Tailwind CSS

Frameworks & Tools – Node.js, Express, MongoDB, Bootstrap, Git, GitHub, Postman, OOP

PROFESSIONAL EXPERIENCE

Data Engineer | Apple Inc. (via Magnit) July 2023 – July 2024

- Provided a team of machine learning engineers with datasets from 40+ language locales to help improve Siri performance
- Implemented data quality checks to ensure the reliability and validity of data collected from the field
- Automated weekly reports informing stakeholders about the availability of datasets by locale, type, and conditions
- Developed and maintained documentation for data processes to improve transparency and share knowledge with the team

Software Engineer | [RoboMath](#) August 2022 – July 2023

- Boosted monthly active users by 50% by designing, developing, and integrating 3 games for users to sharpen their math
- Chaired biweekly meetings to discuss product enhancements and address user engagement
- Collaborated with senior engineer to perform software maintenance and ship new features
- Applied Agile/Scrum methodologies for project management to deliver high-quality code on time

Web Developer | Freelance February 2021 – August 2022

- Built modern and responsive websites for different clients across small and medium-sized businesses
- Effectively communicated project scope, schedule, and budget to clients
- Consulted on SEO and social media strategy to improve online visibility and attract new customers

Structural Design Engineer | KPFF Consulting Engineers August 2018 – May 2020

- Analyzed and designed steel, reinforced concrete, and wooden structures in high seismic zones in accordance with code
- Coordinated closely with cross-functional teams, including architects and contractors, to minimize potential design clashes and consistently meet project deadlines
- Spearheaded foundation design efforts for new five-story 44-unit community development project with 6,500 ft² footprint
- Implemented new feature to company-wide footing design spreadsheet that effectively reduces material costs by 20%

Notable Projects: Sunnyvale Civic Center, Casa de la Misión Affordable Housing, Fortinet HQ, Pioneer Elementary School

PERSONAL PROJECTS

Book Buddy tseterence.github.io/book-buddy

- Built a web application for readers to keep track of books they want to read or have already read
- Leveraged the Google Books API to fetch book information with user input
- Organized user catalog data in localStorage and visualized data utilizing Chart.js
- Enhanced user experience by incorporating a function to sort catalog items by book title, read status, or date added

PrimeTime tseterence.github.io/primetime

- Built an interactive numbers game where players attempt to sort as many numbers as possible within 30 seconds
- Integrated a feature that saves game statistics and tracks player progress
- Improved usability by implementing touchscreen and keyboard shortcuts for convenience and speed

EDUCATION

University of California, Berkeley | M.S. Structural Engineering May 2018

University of California, San Diego | B.S. Structural Engineering June 2016