Jensen Huang

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Education

National University of Singapore — Singapore
Bachelor of Computing in Computer Science — *Jul 2023 – 2027*

Experience

ByteDance — Aug 2026 - Current
Network Engineering Intern — *Singapore*

- **Network Topology**: Modeled ByteDance's global network backbone and inter-datacenter connections as a topology graph, enabling real-time investigation of congestion, link status, throughput, and utilization.

EventVestor — Dec 2025 - Aug 2026
Software Engineering Intern — *Manhattan, New York City/ Chicago*

- **Website Monitoring**: Automated change monitoring across 9,000 websites, replacing a manual review process performed by 10 employees every two days and freeing staff for higher-skill work.
- **Agent-driven scraping platform**: Engineered self-healing scraping and extraction workflows with automated drift detection, retry/escalation loops, and operator review surfaces, using LLM-assisted parsing.
- **Datasets**: Built data pipelines that feed into datasets consumed by Citadel, Millenium, etc.

Vibranium Labs (A16z-backed) — Aug 2025 – Nov 2025
Product Engineering Intern — *Manhattan, New York City*

- **Product Engineering**: Developed key features for a seed-stage startup. Integral in securing a **key pilot** /1st customer (Fortune 500)
- **Internal Devtooling**: Built internal tools for non-technical teammates to interface with the backend, instead of executing Postman calls
- **Mobile Demo**: Built mocked mobile demo of product from scratch, for easy pitching of a complex product at conventions. Integrated obfuscated incident data for AI context.

Razer Inc. — Jan 2025 – Jul 2025
Data Engineer Intern — *Singapore*

- **Pipeline Development**: Developed pipelines to ingest Razer's data sources into a data warehouse (**Redshift**).
- **ETL Porting**: Migrated ETL pipelines from **Prefect** to **AWS Batch, Step Functions, and Apache Airflow**, improving stability and enabling advanced monitoring.
- **AI for Gaming**: Stint with the AI department to leverage **AWS Bedrock** to build generative AI for gaming
- **Graph Data Storage**: Implemented **Neo4j** for vector-based context retrieval, enabling custom graph connections to support AI-driven gaming features.

Projects

Founder, Lycana.ai | *Voice-AI powered system design* — Jul 2026 – Present

- **Product**: Built a real-time tool that turns spoken or typed system designs into editable architecture diagrams.
- **Speech-to-Diagram Compiler**: Built a speech-to-diagram compiler that translates spoken instructions into validated, reversible graph edits; benchmarked previews at 720 ms median latency and under USD 0.001 per command.
- **Go-to-Market**: Running customer interviews and onboarding trial users among engineers preparing for system-design interviews and engineering teams.

CoconutSplit — Jun 2024 – Present

- **User Adoption**: Gained 10,000+ users, facilitating 110,000+ transactions worth over SGD 1.3M as of Oct 2026.
- **Expense Management Platform**: Developed a Telegram-integrated expense manager with a React/Next.js frontend and FastAPI webhook backend.
- **Scalable Deployment**: Self-hosted on two Unraid servers with **HAProxy** load balancing for automatic failover and ∼99% availability.

Technical Skills

Languages: Typescript, Java, Python, C/C++, MySQL, SQLite, JavaScript, HTML/CSS, Bash
Frameworks: React, Tanstack Start, TRPC, Node.js, Next.js, Tailwind CSS, Flask, Jinja, FastAPI
Developer Tools: Git, Docker, GCP/AWS, WSL2, NGNIX, Postgres, NGINX, Apache2