

# Caspar Broekhuizen

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## SUMMARY

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As a UCLA Computer Science (3.85/4.00 GPA), I excel in building elegant software. My experience spans backend microarchitecture, DevOps workflows, user-centric interfaces, and product-facing AI applications in software.

## EDUCATION

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### University of California, Los Angeles (UCLA)

Los Angeles, US

- BS Computer Science - 3.85/4.00 GPA *Sep 2021 – Jun 2025 (Expected)*
- Coursework: OOP, Data Structures, Algorithms, Software Construction, Data Science, Visualization, ML, AI, NLP

## WORK EXPERIENCE

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### Verkada

Los Angeles, US

*Software Engineer Intern - Computer Vision*

*Jun 2024 – Sep 2024*

- Built CV object classification pipelines with OpenAI CLIP, enabling vehicle make and model detection
- Developed, tested, and documented backend microservices in Python and Go, emphasising scalable infrastructure
- Led a winning team in an internal hackathon, expanding Verkada's alert system with Zapier API integration

### Carma

Sydney, Australia

*Software Engineer Intern*

*Aug 2023 – Sep 2023*

- Drove the software development life cycle (SDLC) of microservices using Google Kubernetes Engine (GKE)
- Overhauled backend logging mechanisms, enhancing ops support capability and saving \$30K/yr in soft costs

### Los Angeles Ski and Board Club

Los Angeles, US

*Executive Staff Member, Software Engineer*

*Jan 2023 – Now*

- Built a reactive website using React and Firebase/Node.js for automated distribution of exclusive member benefits
- Integrated Stripe API, processing \$40K in transactions over six months, boosting efficiency and user experience

### Association for Computing Machinery (ACM) at UCLA

Los Angeles, US

*UI/UX Designer*

*May 2022 – Jan 2023*

- Designed responsive UI/UX for web/mobile apps via Figma, wrote documentation for ACM's design standards
- Bridged ACM dev teams and project stakeholders, conducting user research to inform 10+ scalable interfaces

### Young Tech Professionals UCLA

Los Angeles, US

*Software Engineer, UI/UX Designer*

*Sep 2021 – Dec 2021*

- Led team in 6-week sprint to deploy health-tech app using React, integrating WebSocket for real-time messaging
- Used SonarQube with GitHub Actions for CI/CD, reducing project overhead by smoothing developer workflows

## PERSONAL PROJECTS

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### Vagabond | LA Hacks 2023 Hackathon

*April 2023*

- Built an AI-driven travel site with Node.js/Express, used a custom wrapped LLM to generate tailored travel advice

### RateMyFood UCLA

*Nov 2022 – Jan 2023*

- Developed a full stack React app for UCLA dining hall ratings with a Firebase backend and responsive frontend
- Wrote a custom API for UCLA dining menu web-scraping, ensuring in-app accuracy with live menu changes

### Link Social Media

*April 2022 – Dec 2023*

- Partnered with UCLA Anderson for business strategy on a Google Maps Platform-based social networking app
- Finished MVP for deployment, refining based on 50+ beta testers' insights for improved functionality and usability

## SKILLS

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**Languages:** C++, Go, Python (NumPy, Pandas, PyTorch), JavaScript (React, Node, Next), Swift, HTML, CSS, SQL

**Tools:** Git, CI/CD, Docker, GCP, GKE, AWS, REST APIs, Kubernetes, Terraform, Kafka, Postman, GC Pub/Sub