

Eliañ Hijmans Malessy

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EDUCATION

University of California - Irvine

B.S. in Computer Science, Specialization in Intelligent Systems

GPA: 3.948/4.0

expected 2027

Irvine, CA

EXPERIENCE

Microsoft

Software Engineer Intern

June 2025 – Sep. 2025

Redmond, WA

- Developed thermal throttling functionality for Surface camera drivers to optimize performance under AI workloads
- Built an automated pipeline for camera sensor validation, cutting testing time by 27%
- Optimized Hardware Lab Kit (HLK) workflows, reducing smoke test runtime from days to under an hour

UC Irvine

Undergraduate Student Researcher

Apr. 2025 – Present

Irvine, CA

- Research in Deep Reinforcement Learning under Professor Roy Fox as part of the UCI Intelligent Dynamics Lab
- Contributed PyTorch code for stochastic optimization using gradient estimators and control variates
- Working with Professor Alexander Ihler on model generalization for Neural Networks

California Institute for Telecommunications and Information Technology

Software Developer

Sep. 2023 – April 2025

Irvine, CA

- Implemented a real-time video analysis service for detection, tracking, and pose estimation
- Built a streaming pipeline with Kafka for real-time processing and MongoDB for result storage
- Developed physics-informed neural networks as a surrogate model to predict temperature evolution in materials
- Accelerated temperature forecasting by replacing computationally expensive finite element simulations

PROJECTS

Art Recommender | Python, PyTorch, FastAPI

Sep. 2025 – Present

- Trained a MMD-VAE to encode CLIP embeddings of artwork into a latent space
- Implemented pairwise preference learning with a Bradley-Terry model and max-entropy sampling
- Built a FastAPI-powered interface for real-time, user-driven art recommendations

ZotNFound | Next.js, Express.js, AWS, SST, Firebase

Nov. 2023 – Present

- Launched a lost-and-found web app serving 2,000+ UC Irvine students
- Migrated backend from Firebase to AWS with SST, improving scalability and maintainability

Face Generation | Python, PyTorch

May 2025 – June 2025

- Trained a VAE with a structured latent space on the CelebA dataset
- Trained a conditional latent diffusion model to generate faces given specified attributes

UCI CubeSat | C++, Docker

Mar. 2024 – Mar. 2025

- Developed embedded software in C++ and Docker for a 2U nanosatellite payload mission
- Led onboarding and task management for new software team members

UCI Search Engine | Python, Apache Spark, Flask

Nov. 2024 – Dec. 2024

- Developed a multithreaded web crawler for the UCI directory, storing and indexing collected pages
- Created a search engine with TF-IDF relevance ranking and PageRank scoring
- Accelerated indexing with Apache Spark and built a Flask web interface for search

TECHNICAL SKILLS

Languages: Python, C, C++, Java, CUDA, R, Rust, SQL, HTML, CSS, JavaScript

Frameworks: React, Node.js, Flask, FastAPI, Apache Spark, Apache Kafka, Apache Hadoop

Developer Tools: Git, Docker, Azure DevOps, AWS, PostgreSQL, MongoDB, Vercel, Slurm

Libraries: PyTorch, Pandas, NumPy, SciPy, PySpark, OpenCV, Scikit-learn, Synthetic Data Vault, Ultralytics