Yuancheng (Kaleo) Cao

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HIGHLIGHTS

- Proficient in ubiquitous computing, integrating seamless technology use in everyday objects and environments.
- Developed an innovative automatic plant watering system, integrating IoT for remote plant health management.
- Analyzed complex datasets to extract meaningful insights, informing decisions with a data-driven approach.

EDUCATION

University of California, San Diego   San Diego, CA
- ***Bachelor of Science*** in Data Science   Expected March 2025
- ***Bachelor of Arts*** in Interdisciplinary Computing and Arts
- *Selected Coursework*: Formations of Modern Art | Practices in Computing Arts | Time- and Process-Based Digital Media | Electronic Technologies for Art | Computer Controlled Fabrication and Art | Ubiquitous Computing

SKILLS

- **Architectural Design Software**: Rhino, Grasshopper, Adobe Creative Suite (Photoshop, Illustrator, InDesign)
- **Model Making:** 3D Printing, Woodshop, Laser Cutter, Mixed materials modeling
- **Programming Languages**: Python, JavaScript, R, SQL, HTML/CSS, C/C++, Java, Swift, Kotlin, Ruby
- **Electronic Boards**: Arduino, Raspberry Pi

PROFESSIONAL DEVELOPMENT

Student Intern   June 2023 – May 2024
UC San Diego Design Lab   *San Diego, CA*
- Conducted a literature review on civic engagement and urban studies to shape the development of art installations
- Collaborated with diverse academics to create physical and digital art installations to promote design thinking
- Developed an interactive audio system to share brief housing crisis experiences when activated by a button press, raising awareness and promoting empathy for those affected by housing instability

Software Engineer Intern   June 2023 – August 2023
CodeDay   *Remote*
- Optimized file organization in AWS S3 using TypeScript by implementing intuitive, user-friendly tagging system
- Implemented a custom API for AWS S3 objects, providing seamless CRUD operations for file metadata, resulting in a 40% improvement in data retrieval speed and improving overall system efficiency by 25%
- Conducted testing to ensure compatibility across various cloud providers and improve system reliability

3D Exhibit Designer   April 2023 – June 2023
Qualcomm Institute – UC San Diego Division of Calit2   *San Diego, CA*
- Utilized RealityCapture software to create an accurate, detailed digital twin model of Birch Aquarium exhibits
- Crafted interactive designs by using level design and blueprint scripting to enhance user interactions significantly
- Created storyboards to guide exhibit design and content creation, resulting in a cohesive and engaging experience

RELEVANT PROJECTS

Bionic Balance | *Rhino, Grasshopper, Arduino*   April 2024 – June 2024
- Constructed a complex architectural model using Grasshopper software with Parakeet and Kangaroo libraries to explore eco-friendly building designs
- Engineered an interactive storytelling installation featuring touch-activated narratives from 2100 to provoke thought about long-term environmental consequences

Climate Justice Website | *React, JavaScript, HTML/CSS, Supabase*   April 2023 - November 2023
- Developed a website to raise awareness of pressing environmental issues and solutions, resulting in 300+ user interactions within 4 months
- Researched different UI/UX case studies to iterate on responsive web design, increasing mobile traffic by 25%