

SIMON WORKU

(626) 492-4726 | Simonworku410@gmail.com | github.com/SimonWorku1 | www.linkedin.com/in/simon-worku/

EDUCATION

Loyola Marymount University *B.S. Computer Science, Minor Computer Engineering* **Expected Graduation May 2027**

Relevant Coursework: Data Structures, Computer Systems and Organization, Algorithms and Analysis, Artificial Intelligence, Web App Development, Logic and Computer Design, Computer Graphics, Prog. Languages and Automata

Clubs/Orgs: National Society of Black Engineers, AWS, African Student Association, NCAA DI Track/Cross Country

CS Competitions: ACM Hackathon 2024, 2025 - Competitor, NSBE Hackathon 2026 - Competitor, Starsling Coding Competition 2026: Runner-up (github.com/SimonWorku1/battleship-agent/tree/main)

PROJECTS

Faith In God: Social Media App for Christians, Fullstack *August 2025 - December 2025*

- Grew a faith based community of 50+ Christians across Los Angeles by designing a social media app featuring personalized prayer/verse feed, real-time messaging, and in-app friend discovery
- Created a real-time private messaging system supporting text, images, and threaded replies through a Firestore model from a DBML schema with live StreamBuilder listeners on message subcollections.
- Built a friend recommendation feed through calculating Euclidian distance using user data from Firebase Cloud Functions.

MarcoPhoto: Social Game, Fullstack *March 2026 - May 2026*

- Engineered a real-time multiplayer Social deduction game achieving 100+ visits in the first month, supporting up to 19 players by architecting a hybrid of Firebase Cloud Functions and a client-side fallback on Firestore
 - Integrated photo upload with HEIC/HEIF to JPEG conversion, real-time voting updates, and private data channels based on in game roles by building a React + Typescript single page application on Firebase
 - Reduced sign-up friction by implementing Firebase anonymous Authentication, enabling an instant play experience
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EXPERIENCE

Software Engineer Intern, SeleneOdds *June 2026 - Present*

- Developed interactive data visualization and filtering tools that improved profitable bettors' ability to spot actionable trends, processing user data across 2 major prediction markets.
- Developed multiple dynamic web calculators using TypeScript to help high-volume sports bettors find arbitrage opportunities and use a multitude of odds-translation tools across the company's main webpage.

Church Community App, Ethiopian Christian Fellowship Church *January 2026 - Present*

- Working with industry leaders to develop a 150+ member community engagement platform for web and mobile devices with prayer requests, volunteer sign-ups, event calendar, tithe/donation system, and member directory using AWS
- Engineering a Stripe-powered tithe and donation system using React + TypeScript, projected to eliminate cash-based donation tracking and significantly reduce manual accounting overhead for the church's finance team
- Designing cross-platform dynamic UI in React/TSX, ensuring accessibility across all mobile device types for 150+ members

AI Trainer - Software Engineering Fellow, Handshake AI *March 2026 - Present*

- Engineering evaluation benchmarks for frontier LLMs, creating solutions which expose the gaps in current AI capabilities by designing fail-to-pass tests and analyzing large open-source codebases
 - Stabilizing containerized evaluation pipelines for frontier LLM benchmarks, eliminating false positive validation failures by designing custom Docker build layers and making a standard dependency environment
 - Resolving critical cross-platform execution blockers using virtual environments, ensuring the script was fully reliable under enterprise security constraints
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SKILLS

Technical Skills: Fullstack Mobile and Web Development, Payment Integrations, Git, Firebase, AWS, RestAPI, Docker, Python, Java, Javascript, Typescript, React, QA testing, Pytorch, Tensor Flow