Galen Jauss

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EDUCATION

University of California, Irvine Expected June 2028
B.S. in Computer Science
Coursework: Intro to Software Engineering, Software Design I, Programming in C/C++, HCI

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, Java, C/C++, C#, SQL, HTML/CSS
Frameworks: React Native, Expo, React, Next.js, SvelteKit, Fastify, Hono, FastAPI, Node.js, REST APIs
Data and tools: PostgreSQL, Supabase, SQLite, Drizzle, Git, Playwright, Maestro, Vercel, Figma

TECHNICAL EXPERIENCE

Konjo Jan 2026 - Present
Founder and Software Developer

- Build a martial arts training and curriculum app in React Native, Expo, TypeScript and Supabase; released it to about 30 iOS beta testers and ran its first on-site pilot at a studio in Sep 2026.
- Now building Konjo Studio, a Next.js app for studio owners on the same PostgreSQL data and auth.
- Keep photo and Mux video uploads recoverable after app restarts and connection failures with a persistent queue, exponential backoff, network-aware retries and reconciliation.

ZotBins | UCI Smart Waste Systems Oct 2025 - Present
Fullstack Lead, Summer 2026 - Present
Previously Backend Developer, Fall 2025 - Summer 2026

- Co-lead a 6-person subteam; co-ran recruiting: 28 screened, 9 interviewed, 3 hired.
- Built the AI Work Hub in TypeScript (Fastify, React, SQLite): one authenticated workspace for tasks, owner-approved plans, evidence, meetings and knowledge, with one shared AI agent per task.
- Added a companion CLI that lets each member run their own Claude or Codex on their machine in an isolated Git worktree, plus a Discord bot; deployed the hub on the team's server, in use since Nov 2026.
- Fixed the FastAPI capture route for delayed bin uploads: it keeps each event's capture time, accepts missing readings and no longer makes bins re-send events it already saved; added gateway tests.
- Built 13 ASP.NET Core endpoints on an unmerged C# migration branch, then cut route-file code 43%.

SELECTED PROJECTS

CoachLens | Voice-first Coaching Assistant for Smart Glasses Oct 2026
AI Hackathon 2026 by LA Hacks | 2nd Place of 22, Even Realities smart-glasses challenge | Solo project

- Built a voice-first assistant for Even G2 glasses in TypeScript, React, Hono, Drizzle and Neon Postgres: an instructor taps to record a spoken note and it is filed to the named student's record.
- Added Claude agents that draft parent emails, class plans and report cards; the instructor sets emails and plans to Auto, Review or Off, and report cards and urgent notes always wait for review.

Snip | AI Video Editor Apr 2026
PantherHacks Hacker's Choice 3rd Place of 26 projects | 3-person team

- Co-built the team's SvelteKit editor, writing the first versions of the transcript panel and take tree: transcript edits stay in sync with video playback and alternate takes swap in one click.
- Unblocked deployment with direct browser uploads to Vercel Blob and automatic storage cleanup.

Loupe | Assistive Technology Prototype Apr 2026

- Won Most Novel at the UCI Designathon (49 projects, 2-person team); led research and Figma design.

ADDITIONAL EXPERIENCE

Head of School (previously Lead Instructor) | Orange County Martial Arts Sep 2025 - Dec 2026

- Taught 13 weekly classes and mentored 40+ youth students; coached 3 students to the school's first tournament placements; previously instructor apprentice at Unity Martial Arts (Nov 2021 - Sep 2024).