

YINUO (ZOE) ZHOU

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Education

University of California, Berkeley

Aug 2023 – May 2024

Master of Engineering: Electrical Engineering and Computer Sciences (GPA: 3.99/4.0)

Berkeley, CA

- Track: Visual Computing and Computer Graphics | Courses: VR & Immersive Computing, Computer Graphics, Computer Vision

University of Southern California

Aug 2019 – May 2023

Bachelor of Science: Computer Science and Business Administration (GPA: 3.87/4.0)

Los Angeles, CA

- Minors in Mobile App Development and Songwriting | Course Producer for CSCI 310 (Software Engineering)

Experience

Luma AI

Jun 2026 – Present

Software Engineer (Full-Stack)

Redwood City, CA

- Built the tool platform for Luma's generative AI agent: custom MCP connectors end to end, letting the agent call any third-party tool via OAuth discovery with dynamic client registration and a stateless transport.
- Designed the agent platform's security model against SSRF and cross-server prompt injection, and scoped its enterprise rollout: org allowlists, audit logging and on-prem reachability.
- Shipped two-way agent integrations with Google Drive, Dropbox and Frame.io, unifying 6 OAuth flows into one API.
- Integrated image, video and TTS models, including Gemini, into the agent canvas; built research mode and agent question blocks.
- Led engineering on Mini Apps, one-click AI image and video apps, from prototype to paid launch in 1.5 weeks.

Meta

Jul 2024 – May 2026

Software Engineer (Facebook Ads)

Menlo Park, CA

- Workstream Lead for Facebook Lightweight Ad Creation, driving scoping, PRDs, prototyping and launch; used SQL analysis to measure experiments and set roadmap priorities.
- Shipped Click-to-Messenger ad features that drove ~\$2M in incremental ads revenue.
- Built web and mobile features in React, JavaScript, PHP and GraphQL, running 7–8 concurrent workstreams with AI coding agents.

Apple

May 2023 – Aug 2023

Software Engineer Intern (Apple Maps)

Cupertino, CA

- Built an internal Vue.js/Solr web app for searching and managing Points of Interest, adopted company-wide for map data operations.
- Ran user interviews and redesigned key workflows, cutting clicks for common tasks by 50%; added map layers with drawing and spatial search.

OpenARK Lab, FHL Vive Center for Enhanced Reality, UC Berkeley

Jun 2023 – May 2024

Frontend Developer & Algorithms Researcher

Berkeley, CA

- Led development of DTTDNet, a deep learning model for 3D object pose estimation, reaching 85% tracking accuracy on a digital-twin RGB-D dataset.
- Built a HoloLens 2 AR interface for Leo Rover's Martian exploration using Unity and Mixed Reality Toolkit.

NextPlate (Startup)

May 2022 – Dec 2022

Software Engineer

Los Angeles, CA

- Designed and built help center client and admin portals in Figma, React, Next.js and Node.js, used by 50+ restaurants including Subway and Jersey Mike's.

Projects

Nombook (iOS App) | Swift, SwiftUI, Foundation Models, Vision, CloudKit

Aug 2026 – Present

- Solo-built and launched a recipe book and meal planner in 7 languages, reaching thousands of downloads within 1 month.
- Built recipe import from photos and URLs with Apple's on-device Foundation Models and Vision OCR, reading and structuring recipes privately with no server; syncs via private iCloud.

Muse (AI Music Studio) | Next.js, TypeScript, Claude API, ElevenLabs API

Apr 2026

- Built a generative music app where an LLM turns mood, instruments and artists into prompts for ElevenLabs.

Harmony Blocks (VR Game) | Unity, C#, Ultraleap SDK, Blender

Nov 2023

- Built a VR music sandbox with hand-tracked physics hands; won 1st Prize at Stanford's Immerse The Bay hackathon.

ThirdEyeTarot (iOS App) | Swift, ChatGPT API

Jan 2023 – May 2023

- Built an iOS app that generates personalized AI tarot readings from users' questions.

Technical Skills

Languages: TypeScript, JavaScript, Python, Swift, PHP, GraphQL, SQL, Java, C++, HTML/CSS

AI & Agents: LLM agents, tool calling, MCP, prompt engineering, Gemini, Claude & ElevenLabs APIs, computer vision

Platform & Infra: Node.js, REST & GraphQL APIs, OAuth 2.0, PostgreSQL, Redis, Temporal, Docker, AWS S3

Frontend & Mobile: React, Next.js, Vue.js, SwiftUI, tldraw, Unity, ARKit, PostHog, Statsig