Adil Pekel

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Education

Arizona State University Aug. 2022 - May 2026
Bachelor of Science in Computer Science • GPA: 3.7 *Tempe, AZ*

- Relevant Coursework: Programming 1–4, Data Structures, Advanced Algorithms, Computer Architecture, Linear Algebra, Database Management, Artificial Intelligence, Machine Learning, Statistics

Experience

Software Engineering Intern Sep. 2025 – Present
SkipCourse – EdTech platform *Tempe, AZ*

- Developed machine learning pipelines to capture live student collaboration sessions, applying speaker diarization, NLP based evidence extraction, and standards alignment to turn them into searchable, speaker-aware transcripts.
- Built retrieval augmented analysis over vector embeddings to extract evidence of teamwork indicators and link individual contributions to creditable skills. Observed **10+** hours of sessions and defined **15+** indicators to guide development.
- Achieved **85%** precision in matching contributions to rubric criteria on a labeled test set, reduced manual review time by **35%**, and increased reviewer verification speed by up to **150%** across pilot datasets.

IT Intern Sep. 2024 – Oct. 2025
CS&S Computer Systems *Tempe, AZ*

- Built and launched an internal Resource Hub in React backed by Firebase authentication, Firestore, and hosting, enabling technicians to capture and retrieve troubleshooting runbooks and device procedures.
- Implemented role based access and full text search to surface fixes rapidly, reducing mean time to resolution by **60%** and decreased repeat tickets by **75%** in the first quarter.
- Automated large-scale workstation provisioning for enterprise clients with **1,000+** endpoints by developing PowerShell scripts that standardized registry, network, and software configurations.

Projects

TFT Positioning Analyzer | *Python, PyTorch* May 2025

- Developed an interactive Teamfight Tactics drag and drop board editor to place champions and items from the current set, encode board states, and simulate head to head outcomes to quantify win rate changes for either side.
- Trained a PyTorch model on simulated and curated board states to recommend effective positioning patterns. Improved per-round win predictions by **30%** on average across evaluated matchups, and average placement by **20%** across **10** games for new players.

Song Browser | *C* Dec. 2023

- Designed and implemented the backend of a music library browser, enabling users to load, parse, and explore song metadata from structured input files containing **1,000+** entries.
- Built custom file I/O routines and in-memory data structures to efficiently store and retrieve song information, supporting genre-based filtering, alphabetical sorting, and indexed navigation.
- Optimized search and filtering operations to scale efficiently with library size, reducing query response time by **60%** and improving user navigation efficiency by **80%**.

Technical Skills

Programming Languages: Python, C/C++, Java, JavaScript, TypeScript, HTML, Prolog, SQL
Frameworks & Libraries: React, PyTorch, JavaFX, Junit, MATLAB
Tools/Platforms: Linux, Docker, Unity, Git, Eclipse, Firebase, Visual Studio, PowerShell, React

Leadership

Volunteer Coordinator Dec. 2022 – Present
Helping Hands Relief & Development *Chandler, AZ*

- Led volunteers to pack and load **600+** donation boxes per container across multiple international relief shipments, driving community mobilization and cross-border impact.

Head Coach Aug. 2023 – May 2024
Science Olympiad *Chandler, AZ*

- Mentored and trained a middle–high school team in engineering events, leading them to win **1st** at the State Championship and advance to Nationals.