# Adil Pekel

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## Education

**Arizona State University** *Expected May 2026*
*Bachelor of Science in Computer Science*

## Relevant Coursework

- Programming 1-4
- Data Structures
- Advanced Algorithms
- Computer Architecture
- Linear Algebra
- Database Management
- Artificial Intelligence
- Machine Learning
- Statistics

## Experience

**SWE Intern** | *SkipCourse* *September 2025 – Present*

- Prototyped AI approaches to capture and analyze live student collaboration sessions, applying speaker diarization, NLP based evidence extraction, and standards alignment to separate individual contributions, identify key indicators of teamwork, and translate them into creditable skills. Observed **10+** hours of in-person group sessions and defined **15+** collaboration indicators to guide model development.
- Developed early pipelines for automated competency recognition by converting unstructured transcripts and recordings into structured skill traces. 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** | *CS&S Computer Systems* *September 2024 – October 2025*

- 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 adjusted registry keys for performance optimization, configured network settings for compliance with client IT policies, uninstalled OEM bloatware, and installed approved productivity and security applications.

## Projects

**TFT Positioning Analyzer** | *Python* *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* *December 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%**.

## Skills

**Programming Languages:** Python, C/C++, Java, CSS, JavaScript, HTML, Prolog, SQL, MATLAB
**Tools/Platforms:** Linux, Docker, Unity, Git, Eclipse, VS Code, JavaFX, Junit, PowerShell, Bash

## Leadership

**Volunteer Coordinator** | *Helping Hands Relief & Development* *December 2022 - Present*

- Coordinated and actively participated in the boxing and loading of **600+** donation boxes per container across multiple international relief shipments, combining hands-on effort with volunteer leadership to drive community mobilization and cross-border impact.

**Head Coach** | *Science Olympiad* *August 2023 – May 2024*

- Mentored and trained a middle–high school team in engineering events, leading them to get **1st** at the State Championship and advance to Nationals, showcasing effective leadership, coaching, and competitive success.