Adil Pekel

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Education

Arizona State University **Expected May 2026**
Bachelor of Science in Computer Science **3.7 GPA**

Relevant Coursework

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

Experience

SWE Intern | *SkipCourse – EdTech platform* *Sep. 2025 – Present*

- Prototyped 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 | *CS&S Computer Systems* *Sep. 2024 – Oct. 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 standardized registry, network, and software configurations.

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* *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%**.

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 | *Helping Hands Relief & Development* *Dec. 2022 - Present*

- 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 | *Science Olympiad* *Aug. 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.