

Alexander Peczon

+1-510-435-6806

peczonalex@gmail.com

github.com/BakedSoups

linkedin.com/in/apeczon

Education

University of San Francisco

Graduating 2026

B.S. Computer Science

Coursework: Linear Algebra, Statistics, Vector Calculus, Software Engineering, Computer Architecture

Experience

- Alaris Security** Aug 2025 – Present
Fullstack Engineer San Francisco
 - Designed a scalable data pipeline with Prefect + Airflow, improving analytics reliability.
 - Fixed UI bugs in web platform, reducing downtime.
 - Wrote platform-wide data flow docs, enabling leadership to assess scaling solutions.
- Future Tilt (Ecommerce Marketing Agency)** Jul 2025 – Present
Software Developer (Promoted from Intern) San Francisco
 - Built an AI template builder that auto-generates email boilerplates, cutting design prep time by 40%.
 - Developed BigQuery dashboards analyzing 10M+ daily records, improving brand forecasting.
 - Maintained an AWS Lambda + BigQuery alerting pipeline, reducing manual checks by 80%.
 - Automated Trello board updates via Lambda, streamlining campaign tracking for 15+ clients.
 - Deployed ECS Dockerized Lambda for real-time revenue alerts, cutting lag from 24h to <1h.
- USF MAGIC Lab** Mar 2025 – Present
NLP Researcher San Francisco
 - Built an ETL pipeline (BeautifulSoup) scraping 20k+ news articles for sentiment analysis.
 - Developed SpaCy + NetworkX models to map sentiment and reveal bias trends.
- USF Strategic Enrollment Management** Jul 2024 – Present
Web Intern and Analyst San Francisco
 - Created predictive models that improved enrollment forecasting accuracy by 15%.
 - Developed semantic search + Pandas system, reducing record reconciliation time by 50%.
 - Automated website updates with Python + Jinja2, cutting update time from hours to minutes.
- Students Assessing Teaching and Learning (SATAL)** Dec 2023 – May 2024
Data Analyst UC Merced
 - Designed and conducted statistical analysis on 50+ classroom feedback surveys for educational improvement.
 - Built ML classification system using LLMs + TensorFlow, achieving 99% accuracy in response categorization.
 - Processed complex XML-based Qualtrics survey data and created automated reporting systems for faculty.
 - Applied NLP techniques to extract insights from open-ended survey responses.

Projects

- NextSteamGame.com Recommendation Engine** Current
Vector Similarity Search & Hierarchical Tagging San Francisco
 - Scaled to 20k+ users and 1k daily visitors with a recommendation system for 22k+ Steam games.
 - Built multi-source ETL (Steam API, YouTube, scraping) to process millions of reviews.
 - Designed hierarchical genre tree + vector embeddings, improving relevance by 40%.
 - Generated procedural tags (art style, soundtrack, subjective features) for nuanced results.
 - Optimized search with hierarchical fallback and vector pruning, achieving sub-second latency.
- Maldemic Pandemic Simulator** Dec 2024 – Feb 2025
Stochastic Modeling & Deep Learning San Francisco
 - Built a real-time epidemic simulator with a Markov chain + NN model trained on COVID-19 data.

Technical Skills

ML: PyTorch, TensorFlow, Keras, Scikit-learn, Hugging Face, OpenAI API

Programming: Python, SQL, JavaScript, React, C++, Go, NumPy, Pandas, Matplotlib, Seaborn, Docker, Kubernetes, Nginx, GraphQL, Plotly, Tableau

Databases: PostgreSQL, BigQuery, SQLite, ChromaDB, MongoDB, BigGraph, Airflow, Prefect, Qdrant