

# Bihan Dasgupta

 website |  itch.io |  github |  linkedin |  dasguptb@uci.edu |  telegram

## ABOUT ME

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Ambitious and creative computer science student with a strong foundation in Natural Language Processing (NLP) and machine learning. Experienced in research, software development, interdisciplinary collaborations and team projects. Adept at leveraging programming skills and data-driven approaches to solve real-world problems.

## EDUCATION

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2023 - 2027 BS, Computer Science, Class of 2027, Donald Bren School of Information and Computer Sciences,  
**University of California, Irvine**

## RELEVANT COURSEWORK

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- Data Structures in C++ • Programming in C/C++ • Intro to Software Engineering • Intro to Computer Organization
- Linear Algebra • Intro to Probability and Statistics/CS • Intermediate Programming • Discrete Math for CS
- Programming Software Libraries • Boolean Algebra and Logic • Intro to Programming

## PROFESSIONAL EXPERIENCE

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### AI Intern at VC Firm

*Link Ventures (Summer 2025)*

Planned, built, and presented a full-stack MVP for an AI job matching platform and end-to-end career coach that is being funded to be built into a portfolio company, by integrating 11+ features enriched with extensive scraping and RAG LLM AI Agents. Developed with React, TypeScript, Node/Express, and a Postgresql database.

### DARPA Funded NLP and Bioinformatics Intern

*INDRA Lab at NEU (Summer-Fall 2023)*

Enhanced INDRA protein-protein statement generation, improving data extraction in DARPA-funded NLP x bioinformatics research by optimizing NLP prompt engineering techniques in Python.

### Clinical Image Analysis Intern

*4D Path Inc. (Summer 2021, Summer 2022)*

Developed algorithms to diagnose breast cancer microcalcifications and DCIS that contributed to the startup's intellectual property, by applying image processing techniques in MATLAB.

## RESEARCH AND PROJECT EXPERIENCE

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### Blockchain Developer

*Blockchain Developer Team at UCI (Fall 2024 - Current)*

Developed a decentralized marketplace dApp that won the ETH Denver 2025 Buildl Hackathon and enabled students to securely sell and rent items as NFTs in order to enhance trust and accessibility within the college community, by integrating Blockchain technology in React.js and Solidity.

### Programmer for Video Game Development

*VGDC at UCI (Winter 2024 - Current)*

Created 3D video games resulting in three finished products showcased to audiences, played by users, and published on itch.io and Steam, by programming in C#, designing UI, and composing audio such as original violin music.

### NLP in Classics Researcher

*Quantitative Criticism Lab (Summer 2021 - Current)*

Mapped semantic associations between Classics texts and forums to detect and study underlying biases, participating in the invited oral presentation of the work at CAMWS's 2023 Conference and co-authoring a forthcoming journal paper, by building and analyzing the results of word-embedding models in Python run on three curated corpora. Presentation link: <https://youtu.be/GUwPkCh3HXc?si=zNx-1ZpABD6smPet>

## LEADERSHIP EXPERIENCE

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### Vice President of Blockchain at UCI

*Blockchain at UCI (Summer 2025 - Current)*

Bonding and accelerating UCI's Blockchain community through events, conferences, hackathons, opportunities, and funding from sponsors/partners, by leading, planning, and networking for the organization.

## TECHNICAL SKILLS

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AI/ML, NLP, RAG LLMs, Blockchain, Prototyping, Full Stack, Web Dev, Game Dev, Design, UI/UX, Image Analysis  
C/C++, C#, Python, Java, JavaScript, TypeScript, React.js, Node.js/Express, Solidity, Matlab, R, SQL, CSS, HTML, Assembly

## SOFT SKILLS

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Research, Pitching, Presenting, PRFRQ + OP1 Business Planning, Leadership, Event Planning/Organizing, Teamwork