Carlos Salas Rosales Jr.

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U.S. & Mexican Citizenship | Bilingual: English & Spanish

Professional Summary

Multi-talented software developer and AI trainer with a B.S. in Computer Science from Rhodes College and a diverse background spanning full-stack development, AR/VR research, LLM prompt engineering, and medical documentation. Recognized for strong cross-functional collaboration, adaptability, and deep technical insight in both academic and commercial environments. Published in top AR/VR conferences and experienced in agile team settings with a passion for developing impactful, interactive systems.

Technical Skills

Languages:	Java, JavaScript, TypeScript, Python, SQL, C#, C/C++, HTML, CSS
Frameworks/Tools:	Spring Boot, Angular, React, Node.js, JPA, JDBC, MapStruct, Lombok, Git, Postman, Maven
AR/VR/Game Dev:	Unity, Blender, OptiTrack, HTC Vive Pro, Microsoft HoloLens
Databases:	PostgreSQL, MySQL
Concepts:	REST APIs, Agile, MVC, Responsive Design, Data Structures, OOP, Parallel Programming
Other:	GitHub Projects, Medical Documentation, Technical Writing, Research & Data Analysis

Experience

Scale AI – Remote/Nashville, TN

LLM Trainer   *Oct 2024 – Present*

- Improved model accuracy by evaluating and correcting AI-generated code
- Boosted response quality of LLMs by assessing prompt responses for clarity, factual accuracy, and tone alignment
- Increased team output consistency through peer reviews of other trainers and analysts

Cook Systems FastTrack'd – Remote/Nashville, TN

FastTrack Developer   *May 2025 – Jun 2025*

Twitter Clone API
- Implemented RESTful Spring Boot API replicating Twitter/X functionality including tweets, reposts, and mentions
- Integrated PostgreSQL database with entity relationships and ensured data consistency across endpoints
- Boosted development speed by integrating Lombok and MapStruct to reduce boilerplate
- Built and tested endpoints using Postman and Newman for validation and regression

Quizify
- Developed backend and API integrations for a trivia game that generates quizzes based on a user's Spotify data
- Integrated Spotify Web API to retrieve and structure artist, track, and album data
- Created randomized quiz logic to ensure replayability and personalized experiences

Project Management Dashboard

- Contributed across the stack to develop a stakeholder-driven dashboard from ERD/wireframes to working MVP
- Led sprint planning, task delegation, and feature completion using GitHub Projects and Agile, Kanban-style workflow
- Delivered polished demo in under 5 days through strategic task prioritization and cross-functional teamwork

Oak Street Health – Houston, TX

Clinical Information Specialist   *Aug 2023 – Oct 2024*

- Managed medical documentation for 15+ patients daily, improving turnaround time by leveraging proprietary EMR tools and integrating AI into the scribe workflow
- Ensured accurate documentation of patient encounters and supported clinical workflows through referrals and lab orders

Rhodes College – Memphis, TN

Lab Coordinator – **MOVE-IT Lab**   *Aug 2022 – May 2023*

- Enabled real-time, wireless VR experiences by calibrating and maintaining the OptiTrack Motive Motion Capture System
- Authored detailed technical documentation for integrating the Motive system with the HTC Vive Pro, supporting future lab scalability and team onboarding initiatives
- Facilitated cross-departmental collaboration by leading VR and motion capture demonstrations and research sessions with other academic teams

VR Research Assistant   *Aug 2021 – Aug 2022*

- Demonstrated a correlation between haptic feedback and increased embodiment of self-avatars
- Updated Unity-based VR simulations for user studies and haptic feedback experiments
- Complied with human subjects research protocols and secured IRB certification

Vanderbilt University – Remote/Nashville, TN

Visiting Research Assistant – LiVE Lab   *Jun 2021 – Aug 2021*

- Designed and developed a desktop VR environment to study human perception of gap affordances in games
- Enabled remote research collaboration between Vanderbilt and the University of Utah research teams
- Implemented secure and automated data collection pipeline for experimental sessions

Augmented Reality Research Intern – LiVE Lab   *Jan 2018 – Aug 2019*

- Developed and deployed AR environments created in Unity to the Microsoft HoloLens for use in depth perception research in peri-personal and action space (up to 35 meters)
- Demonstrated statistical insignificance of proprioceptive drift on the Microsoft HoloLens I
- Ensured research integrity and compliance by securing certification for human subjects' research and producing high-quality academic writing used in published conference papers

Education

Cook Systems FastTrack Java Program – Memphis, TN   **May 2025 – Jun 2025**
Certificate in Full Stack Software Development

Rhodes College – Memphis, TN   **Aug 2019 – May 2025**

B.Sc. in Computer Science | Minor: Latin American Studies

Universidad Antonio de Nebrija – Madrid, Spain   **Feb 2021 – May 2021**
Study Abroad Semester in General Studies

Publications

Gagnon et al. [Estimating Distances in Action Space in Augmented Reality](). ACM TAP   **May 2021**
Salas Rosales et al. [Distance Judgments to On- and Off- Ground Objects in Augmented Reality](). IEEE VR   **May 2019**