Christopher Setiabudi

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Education

Carnegie Mellon University Expected May 2026

Bachelor of Science in Artificial Intelligence (GPA: 3.46 / 4.00) *Pittsburgh, Pennsylvania*

- **Relevant Coursework:** Principles of Imperative Computation, Mathematical Foundations for CS, Concepts in AI, Principles of Functional Programming, Intro to Computer Systems, Vector Calculus for CS, Parallel and Sequential Data Structures and Algorithms, AI: Representation and Problem Solving, Probability Theory for CS, Intro to ML, Great Ideas in Theoretical CS, Intro to Deep Learning, Computer Vision

Experience

Team Crescendo August 2023 – Current

Programmer & Game Designer *Pittsburgh, Pennsylvania*

- Developed **gameplay mechanics**, **NPC behaviors**, and **interactive systems** in **Unity (C#)**, contributing to smooth player experiences and balanced design
- Collaborated with artists and developers to **design and prototype levels**, integrating puzzles, items, and progression systems to enhance engagement
- Designed and implemented **core narrative systems**, including branching dialogue, character backstories, and world-building elements, shaping the game's storytelling framework

Lock-in (Startup) April 2025 – August 2025

Lead Front-end Software Engineer *Pittsburgh, Pennsylvania*

- Spearheaded the development of a desktop application using **Electron**, **Typescript**, and **Webpack**, delivering a seamless user experience
- Utilized **Inter-Process Communication (IPC)** to integrate front-end, a local **Python Flask** server, and cloud back-end, ensuring real-time data flow and system efficiency
- Collaborated with cross-functional teams to design and implement an **AI-powered workflow** leveraging **LLMs (Large Language Models)** and **Computer Vision** models, implementing the product's coaching and oversight capabilities

Credit Karma May 2024 – Aug 2024

Software Engineer Intern *Charlotte, North Carolina*

- Contributed to **Intuit Assist (IA)**, an **LLM-powered feature**, by developing **TypeScript** and **GraphQL** front-to-back-end services with **RPC-based server communication**, and **code coverage optimization**, and rigorous **Jest** unit testing
- Designed and implemented front-end components using proprietary tools, applying **UI/UX** best practices to enhance usability
- Gained hands-on experience with **AI/ML** concepts, including **prompt engineering** and **fine-tuning**

AirLab May 2023 – Dec 2023

Research Intern *Pittsburgh, Pennsylvania*

- Developed and optimized **semantic segmentation models** using **PyTorch** and **TensorFlow**, advancing the lab's computer vision research
- Researched and applied state-of-the-art techniques, including **vision transformers**, to solve real-world problems in autonomous systems and robotics
- Leveraged **HuggingFace** and **Weights & Biases (WandB)** for experiment tracking, improving model reproducibility and research efficiency

Technical Skills

Languages: Python, C, Javascript, Typescript, CSS, HTML, Standard ML, MATLAB, Dart, C#
Technologies: React, React Native, NextJS, TensorFlow, PyTorch, Docker, Android SDK, Jest, GraphQL, Prisma, Unity
Concepts: Computer Systems, Data Structures, Cache Memory, Artificial Intelligence, Machine Learning, Neural Networks, Computer Vision, Agile Methology, UNIX/LINUX, Server Communication, Prompt Engineering, Natural Language Processing, Deep Learning, Transformers