

Vincent (Dino) Puppo

Education

Vanderbilt University – Nashville, TN, United States

08/2016 – 05/2020

- Class of 2020. Bachelor of Science in Computer Science and Mathematics. GPA: 3.719/4.000.

Able to relocate anywhere within the United States

Experience

Career Break

06/2024 – 11/2024

- Traveled to South East Asia (backpacked). Participated in several Buddhist retreats for the purpose of both seeking enlightenment and determining my life purpose/meaning. Redefined myself as someone who aims to make a significant positive impact in the lives of other people (not motivated by money).

Founder – DueDiligenceHQ

06/2023 – 05/2024

- Created a web app that uses **Generative AI** for assisting in the diligence process that companies in the financial industry face when analyzing businesses (e.g. to assess valuation, profitability, risks, etc).
- Developed the app using **ReactJS** (front end) and **AWS** services (back end).

Software Engineer – Google

06/2020 – 04/2023

- Decided to leave this job to **pursue entrepreneurship**.
- Improved the prediction metrics of a **neural network** responsible for selecting Gmail ads content. Worked on processing raw data, feature engineering, model tuning, and hosting. Used **Google Brain AI** products.
- Added COVID vaccine records feature to **Google Wallet (Android app)** via QR codes. Coded in **Java**.
- Learned **high standards of code development** (high readability, proper documentation, unit tests, etc).

Software Development Intern – Expedia Group

05/2019 – 08/2019

- Created a **NLP machine learning model** for multilingual search query classification. The model enhanced the existing metrics for precision and recall, thus **providing better value to Expedia users**.
- Streamlined input data extraction through **multithreading** and **multiprocessing**.
- Used **spaCy/Prodigy** for tagging data located in **Elasticsearch** (via Kibana). Made use of **Word2Vec** (tokenization/embeddings) and **BERT** (transformer) within a **LSTM recurrent neural network**.

Software Developer – MathNet

06/2018 – 05/2019

- Created a platform to teach math to high school students. Designed front-end using **React** (i.e. **HTML**, **CSS**, **JavaScript**) and back-end server using **Node.js** and **Socket.IO** (for real-time collaboration).
- Worked with ed-tech researchers. Followed **Agile development cycle**. Used **GitHub** as issue tracker.

Projects

GyroBall App, published on Play Store and App Store

2017-2018

- Created game in **C++** to solve mazes by controlling a ball that is sensitive to the phone's accelerometer.
- Developed this game in collaboration with a fellow Vanderbilt student. Used the **Cocos2d** game engine (open source). Wrote code in **Java (Android Studio)**, **Swift (Xcode)**. Utilized **GitHub** for version control.

Awards

Bronze Medal – 57th International Math Olympiad (Hong Kong, China)

07/2016

Bronze Medal – 30th Iberoamerican Math Olympiad (Mayagüez, Puerto Rico)

11/2015

Honorable Mention – 55th & 56th International Math Olympiad (South Africa & Thailand)

2014-2015