

# Austen Cabret

Email: [austencabret@gmail.com](mailto:austencabret@gmail.com) | LinkedIn: [linkedin.com/in/austen-cabret](https://www.linkedin.com/in/austen-cabret) | GitHub: [github.com/Generlate](https://github.com/Generlate)

## SKILLS

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**Web:** • Next • React • TypeScript • JavaScript • CSS3 • HTML5 • Three • Framer-motion • Azure • AWS  
• Node • Webpack • SQL • Python • C++ • Cmake • Django • PyTorch • Matplotlib • Linux • Postman  
**Other:** • Data structures • algorithms • Git • Github • Z shell • Figma • Agile • Unreal Engine

## EDUCATION

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**Massachusetts Institute of Technology:** OpenCourseWare Online  
*Computer Science + Engineering* Jul 2022 – Jul 2023  
*algoexpert.io/frontend Certificate* Completion: Oct 2023  
*Self-taught* 2017+  
**Florida International University** Miami, FL  
*Master of Landscape Architecture* Graduation: May 2020  
Organizations/Awards: INIT FIU, APX (**mentored 100 students**), Dean's List

## PROJECTS

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**Full Stack Django + React Web Application** [generlate.com](https://generlate.com) Jul 2023 – Dec 2023  
• Designed UI in Figma. programmed with Typescript, React, Next, StyleX, Three + Framer-motion.  
• Defined PostgreSQL database schemas, Django APIs, CRUD operations + authentication.  
**Text to 3D Generator** [github.com/Generlate/model\\_generator\\_c\\_plus\\_plus](https://github.com/Generlate/model_generator_c_plus_plus) Aug 2024 - Present  
• Invented a Neural network that learns to produce unique meshes from a training set.  
• Coded in Python and C++. Implemented a Nvidia Omniverse extension for visualization.  
**Resume Website** [austencabret.com](https://austencabret.com) May 2023 - Jun 2023  
• Created an animated portfolio using Typescript, Three + Unreal Engine.  
• Promoted myself, acquiring **200+ visitors**.  
**LLM Fine-Tune** [Building Code Consultant](#) May 2023 - Jun 2023  
• Trained OpenAI's Davinci model on a municipality's building code, cutting time off of architect research.  
• Enabled 70% accuracy answering relevant questions, competed in the **Shellhacks** Hackathon.

## EXPERIENCE

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**Software Engineer / YouTuber / Founder** *Generlate* Jul 2020 – Oct 2024  
• Engineered web, ML algorithms and 3D to bring a new SaaS to the AEC market.  
• Edited videos with Davinci Resolve (top performing got **132k views**), educating and growing the brand.  
**Web Developer** *Ace Power Parts* May 2023 – Jun 2024  
• Built Wordpress/Javascript e-comm features, enabling **\$60k monthly reoccurring revenue**.  
• Maintained a BigCommerce database of **1500+ SKUs**.  
**Designer** *Insite Studio* Nov 2021 – Jan 2023  
• Led strategic upgrades for an architecture firm. Optimized asset library and upgraded software infrastructure, **improving productivity by 3x** and **reducing operating expense by \$11,000/month**.  
• By doing **hundreds of AutoCAD drawings**, 80+ meetings, 50+ Lumion renders, 20+ sketches + 8 models, satisfied customers, persuading at least **50 clients** to continue using the firm's services.  
**Geographic Information Systems Intern** *Village of Wellington* May 2015 – Aug 2015  
• Labeled and processed unstructured image data for a municipality's mapping applications.