

HARRISON FISHER

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EDUCATION

California State University East Bay, Hayward, CA

August 2021 - May 2023

Bachelor of Science, Computer Science

Diablo Valley College, Pleasant Hill, CA

August 2018 - May 2021

Associate in Science, Computer Science

SKILLS

Programming Languages: C++, Lua, Java, Python, C, R, SQL, HTML, CSS, JavaScript, LISP, RISC-V, MIPS, MASM

Developer Tools: Visual Studio Code, Visual Studio, CLion, Xcode, Eclipse IDE, R Studio, Git/GitHub

Libraries/Frameworks: Microsoft Foundational Classes (MFC), Swing (Java)

Spoken Languages: English (Native)

WORK EXPERIENCE

Freelance AI Trainer for Outlier.ai

June 2024 – Present

Scale AI, Inc.

Remote

- Evaluate the ability of large language models to call API tools.
- Rate provided responses on tool choice, function, and parameter correctness.
- Indicate which response is better with a side-by-side rating and written justification.

Informatics Intern

May 2022 – August 2022

Genentech, Inc.

Remote

- Contributed to the development of an open-source base-call-to-FASTQ converter to replace bcl2fastq2.
- Conducted research on the documentation and code for bcl2fastq by Illumina.
- Utilized an SSH server to access test data for the bcl2fastq program.
- Developed C++ code for parsing XML and CSV files from the test data.
- Implemented C++ code to manage various command-line arguments.
- Updated and built Docker images from Docker files.

PROJECTS

 **stephengpope/no-code-architects-toolkit** (Contributor & Maintainer)

May 2025 – Present

- Save thousands of dollars on API subscriptions with this open source API built in Python using Flask.
- Works with Docker, Google Cloud Platform, Digital Ocean, and any system that hosts Docker.
- Easily replaces services like ChatGPT Whisper, Cloud Convert, Createomate, JSON2Video, PDF(dot)co, Placid, and OCodeKit.

Software Engineering Project Team Lead

January 2022 – May 2022

California State University East Bay

Hayward, California, United States

- Led a team in developing a Java-based chat system as part of a Software Engineering course, taking primary responsibility for implementing client-side functionalities and contributing to shared classes.
- Managed the project lifecycle to ensure timely completion and adherence to project requirements, from initial gathering to documentation.
- Facilitated communication and coordination among team members, incorporating feedback for iterative improvements.
- Engaged in regular meetings with the instructor acting as a client, providing updates and incorporating feedback.
- Utilized Git and GitHub for version control and effective collaboration.
- Demonstrated problem-solving skills and adeptness in troubleshooting technical issues.