

Jaden Stryker

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EDUCATION

New York University

Bachelor of Arts in Computer Science and Data Science Joint Major

New York, NY

Jan. 2021 – May 2023

George Washington University

Bachelor of Arts in Physics

Washington DC, DC

Aug. 2019 – May 2020

EXPERIENCE

Co-Founder and CTO

Delvi - chatwithvi.com

Jul. 2023 – Present

NY, NY

- Responsible for infrastructure, project management, and technical decision making for the an AI Bookstore, considering full integration between written content and LLMs.
- Engineered the front-end, back-end, and cloud infrastructure to provide best-in-industry RAG B2C software.
- Co-invented a novel document format that integrated Vector Databases into written text files allowing for state of the art enhancements for LLM systems.

Fullstack Engineer

OLAB

May 2023 – Dec 2023

NYU Langone Hospital, NY

- Engineered a highly secure front-end platform with Next.js and AWS back-end for a live inference environment handling sensitive patient-doctor interactions.
- Optimized inference speed for a large language model (LLM) using Sagemaker, JDL, and Deepseed. As well incorporating Retrieval Augmentation Generation (RAG) to provide reliable responses.
- Collaborated and consulted with researchers and project leads to translate technical security requirements and conceptual vision into actionable software implementations.

Research Assistant

Perception and Brain Dynamics Lab (Dr. Biyu He)

June 2022 – Jan 2023

NYU Langone Hospital, NY

- Spearheaded research and development of vision transformers with PyTorch to model one-shot human perception to help study the joined architecture and effects observed across Neuroscience and DNN Architectures
- Created experiments, developed State of the Art ML architectures, and investigated findings to draw conclusions on The Lab's work on human perception research.
- Analyzed experimental results and effectively presented findings to the lab

Head of AI solutions - SWE

Taska

June 2022 – Jan 2023

NY, NY

- Engineered an advanced agent-based system leveraging Large Language Models to automate the Getting Things Done (GTD) methodology, enhancing productivity tools' efficiency and user experience.
- Designed and executed a robust testing framework to optimize prompt effectiveness, improving classification accuracy for diverse inputs and significantly reducing manual sorting and classification efforts.

PROJECTS

Rockstar Datathon 1st Place | *Python, Scikit-learn, PyTorch, Pandas, Matplotlib*

April 2022

- Led a team during a datathon hosted by Rockstar Games, demonstrating exceptional analytical skills by conducting thorough data analysis and feature engineering, and unsupervised ML. Our innovative approach identified user segments to optimize revenue strategies.
- Spearheaded the development of a user optimization system, through advanced feature engineering and unsupervised machine learning techniques. This system enabled targeted strategies to enhance user engagement and monetization. Providing Rockstar with actionable insights to increase revenue and user engagement

TECHNICAL SKILLS

Languages: Python, C, Typescript, Swift, Scala, Java, SQL, NoSQL

Frameworks: Next.js, React, Flask, Mantine-UI, FastAPI

Developer Tools: Git, Docker, AWS, GCP, Azure, XCode

Machine Learning: RAG, LLM Finetuning, LoRA/QLoRA, PyTorch, SciPy