

Kai Karadi

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Education

University of Illinois Urbana-Champaign

Expected May 2026

Bachelor of Science in Computer Engineering

GPA: 4.00

Data Structures & Algorithms, Digital Systems Lab (FPGA Programming), Analog Signal Processing

Experience

National Center for Supercomputing Applications

Urbana, Illinois

Students Pushing Innovation - Intern

February 2024 – Present

- Developed a REST API for a nutrition AI chatbot using ChatGPT Large Language Models, AWS Lambda, LangChains and by including user meals from GraphQL, RAG and few-shot prompting in Python
- Constructed a chatbot frontend for a mobile Android/iOS app with Flutter and Dart, with automatic error logging and animations in addition to supporting the integration of a food classifying vision model
- Developed full-stack benchmarking infrastructure, including a ChatGPT Playground like frontend in Next.js, React and JavaScript, for a nutrition team to grade and experiment with chatbot generation
- Took a small leadership position, helped implement Agile principles, setting up a kanban and sprint tracking

AI Camp

Palo Alto, California

Software Engineer - Contract

December 2021 – June 2022

- Built a PostgreSQL data pipeline and used Pandas to identify popular features for resource allocation and to help target user interviews, resulting in over 300 weekly feature interactions
- Developed and made Jest unit tests for a full-stack graphical NFT market data analysis dashboard tracking price floor, volume and sales, and movement of larger buyers using Django and Chart.js
- Met with clients weekly to discuss new features and spot any shortcomings leading to a 5-month extension
- Engineered a system to alert users when a desired NFT was listed using JavaScript, with over 50 alerts a month, by ingesting data from several market places, leading to endorsement by a Google Senior Engineer

AI Camp

Palo Alto, California

Project Lead Team Mentor - Contract

June 2022 – November 2022

- Founded an internal project for a novel full-stack game based on combining generative AI Stable Diffusion models with a Wordle like UI, with NFT integration to encourage daily play in TypeScript, React and Next.js
- Mentored a team of five interns to engineer a multiplayer extension by teaching the foundations of Next.js, React, and Firebase, leading to an intern being hired by AI Camp and top 4 in an internal pitch competition

NounsAI

Remote

Software Engineer - Contract

February 2023 – May 2023

- Employed LLMs, prompt engineering, few-shot prompting, RAG and semantic similarity to extract pertinent question-answer pairs from unstructured Discord chat messages.
- Supported the development of an LLM-powered by OpenAI ChatGPT automatically generated knowledge graph and Wikipedia database in a team of 4 to help users navigate the decentralized Nouns org

Projects

Language Coach AI

- Created a full-stack language learning solution by integrating Azure speech text services and LLMs to create an immersive custom roleplay site to practice natural conversation in many language

Skills

Languages: Python, JavaScript, TypeScript, HTML, CSS, SQL, Java, C, C++, System Verilog

Libraries: React, Next.js, Tailwind CSS, LangChain, Pandas, Django, Flutter, Jest

Developer Tools: Git, Docker, Node.js, Bash, Linux, Data Structures, AWS Lambda, Azure, Vivado