

Kerene Wright

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EDUCATION

Florida International University

Miami, FL

Masters of Science (MS) in Computer Science — GPA: 3.8

Expected: December 2025

The University of the West Indies, Mona Campus

Kingston, Jamaica

Bachelor of Science (BSc.) Computer Science — GPA: 3.8

September 2020 – July 2023

EXPERIENCE

Student Assistant Grader

May 2024 – Present

Florida International University

Miami, FL

- Assisted Lecturers with **MySQL** and **Logic for Computer Science** Syllabus Topics, tutoring sessions and workshops for **50+** students and improved Student Engagement with Syllabus Curriculum.

hyLite Studios LLC

May 2025 - August 2025

Junior Developer Intern | Meta Horizon Worlds Platform, TypeScript

Lakewood, OH

- Contributed to VR interaction features using **TypeScript** and implemented UI systems, gaining hands-on experience in **3D UI/UX** design and agile workflows within a scrum team.
- Engaged in weekly stand-ups, code reviews, and full SDLC with mentorship from senior engineers.
- Developed **AI-driven NPCs** with interactive voice systems, enabling natural player conversations and enhancing immersion in the XR application by leveraging emerging technologies.

Transforming Inspirational Minds Ltd.

March 2023 - December 2023

Intern Developer | Vue.js3, Vuetify, TypeScript, Firebase, BitBucket

St. Catherine, Jamaica

- Improved user engagement by **20%** by developing interactive trivia and survey minigames for the “NGAGE” platform following SCRUM methodologies.
- Enhanced application stability by testing, debugging, and documenting bug fixes, ensuring a seamless user experience for over **100** active users.

PROJECTS

Pluto | PlutoHacks 2025 | *Python, React, Vite, Flask, MongoDB, Gemini 2.5 API, PyTorch, BERT* October 2025

- Developed and fine-tuned a **custom BERT-based sentiment analysis model** and integrated it with the **Gemini 2.5 conversational model** to create an emotion-aware, context-retentive AI companion for users with memory loss conditions such as Alzheimer’s.
- Built and tested **Flask API routes and MongoDB data pipelines** enabling personalized memory recall by linking user-uploaded photos, stories, and emotions to the chatbot’s dynamic memory profile system.

SIGNIFI | *Arduino Mega, Flex Sensors, MPU-6050 Gyroscope, C/C++, Python* February 2025 - April 2025

- Built an end-to-end **Python Machine Learning Pipeline** (custom dataset and labeling, **feature engineering** and training a **Random Forest Classifier**) to translate ASL gestures to text.
- Achieved **98.6% test accuracy and 99% precision, recall, and F1-score** across sign classes. Implemented cross-validation (**mean accuracy: 96.9%, std dev: ±1.84%**) and used confusion matrix analysis to validate and refine model performance.

GreenifyMe | UM AI Hackahon 2025 | *Python, Streamlit, LSTM, Flask, Hugging Face API, Stable Diffusion*. February 2025

- Developed an AI-powered micro-climate analysis tool using an **LSTM (Long Short-Term Memory) model** for time-series forecasting, accurately predicting rising temperatures in Miami over the next 5 years based on historical climate data
- Collaborated in developing the image-to-image generative AI system using **Stable Diffusion** for AI art generation, integrating **Python, Flask, and Hugging Face’s Stability AI API**.
- Achievement:** Placed **2nd** at the *University of Miami Horizon AI* hackathon.

Resume Analyzer | *Streamlit, Python, Gemini API*

October 2024 - December 2024

- An application that uses an **LLM** to evaluate multiple resumes and generate a score based on user input specifications such as Experience, Technical Skills, Education and Certification.
- Utilize **Google Gemini LLM** using an **API Key** to generate resume match score and evaluation.

HackerMatch | ShellHacks 2024 | *Python, Flask, MySQL, Bootstrap, Javascript*

September 2024

- Developed a **Flask-based web application** that uses matching algorithms to pair hackers based on technical expertise and project interests.
- Created and normalized the **MySQL** database and built the **API** for integrating the frontend and the backend.

Cattrax | *Unity, C, Blender#*

February - June 2024

- Developed an endless runner VR project in **Unity (C#)**, where players navigate a growing civilization of cats across an island, implementing immersive controls and procedurally generated environments.
- Integrated obstacle-avoidance algorithms and interactive elements.

LEADERSHIP

INIT Build Program Manager | *INIT*

January 2025 - Present

- Leading a large-scale student development initiative, mentoring **100+** members and coordinating the formation of **12+** high-impact project teams through strategic planning and resource management.

ShellHacks Organizer | *INIT*

January 2025 - Present

- Organized and Co-ordinated the scheduling for **41+** volunteers and successfully executed the run of show for the event. Participated in the judging for **1400+** hackers for various categories.

TECHNICAL SKILLS

Programming Languages: Python, MySQL, JavaScript, TypeScript, Java, C#, C, C++

Frameworks: Flask, Postman, Git, MongoDB, Vue.js, Vuetify, React, Streamlit, Node.js, Bootstrap

Developer Tools: Git, VS Code, Visual Studio, Docker

Libraries: Pandas, NumPy, Matplotlib, PyTorch, Transformers (Hugging Face), Scikit-Learn, Gemini API, BERT