KEVIN J. SANDKE

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EDUCATION

University of Colorado Boulder
B.S. Applied Computer Science
Expected Graduation: August 2025 | GPA: 3.5
Specialization: Artificial Intelligence / Machine Learning

University of California San Diego
B.S. Cognitive and Behavioral Neuroscience
Graduated: September 2022 | GPA: 3.6 | Provost Honors

TECHNICAL SKILLS

Machine Learning & AI: NLP, Machine Learning Model Development, Deep Learning, Computer Vision, BERT, PyTorch, TensorFlow, scikit-learn, Hugging Face, Transformers, LLMs.
Programming Languages: Python, C/C++, Swift, JavaScript, Java, C#.
Frameworks & Libraries: Flask, SpriteKit, SwiftUI, Unity Engine, Unreal Engine.
Tools & DevOps: Git, Full-Stack Software Development, Object-Oriented Programming, API Development, Docker, Agile, Scrum, CI/CD, Unit Testing, QA.
Databases: PostgreSQL, SQL.

EXPERIENCE

Software Engineer Intern
Hyel Inc., Los Angeles, CA
October 2024 - January 2025
- Developed a mobile game using Swift, SwiftUI, and SpriteKit from concept to deployment.
- Implemented Quad-tree collision detection, improving performance by 60%.
- Designed CI/CD pipeline with automated testing, reducing QA time by 35%.
- Managed source control with Git and wrote technical documentation for a 3-person team.

Natural Language Model Trainer
ChatOwl Inc., San Francisco, CA
September 2023 - January 2024
- Annotated over 10,000 sentences for NLP training, aided by model development by achieving 99% labeling accuracy.
- Directly influenced model performance by suggesting architecture improvements that increased conversational accuracy by 15%, demonstrating an ability to translate insights into impactful model enhancements.
- Collaborated with cross-functional teams to double model response effectiveness.

PROJECTS

MLOps Pipeline for Recommender System
Developed a full MLOps pipeline for a recommender system, including automated CI/CD with GitHub Actions. Containerized the application with Docker and served the model via a REST API (Flask). Managed data and model versioning with Hugging Face to ensure reproducibility.

NLP Legal Document Simplifier
Developed a Python application that classifies, summarizes, and simplifies legal documents using a fine-tuned Pegasus model trained using PyTorch and scikit-learn.

OpenAI Gymnasium Car Racing Agent
Developed an AI Agent that navigates the race track using a Convolutional Neural Network computer vision system. Utilizes Proximal Policy Optimization for agent learning with PyTorch. Achieved over 900/1000 scores with a median score of ~700.

LEADERSHIP

Vice President
Transfers and Non-Traditional Students for Health - UC San Diego
February 2021 - October 2022