

Logan Bolton

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EDUCATION

Auburn University

Expected Graduation: May 2026

B.S. in Computer Science, Minor in Statistics

GPA: 3.82

Computing Research Association Outstanding Undergraduate Researcher Award – Honorable Mention

TECHNICAL SKILLS

Languages: Python, JavaScript, C#, SQL, HTML/CSS

Frameworks/Libraries: PyTorch, NodeJS, Pandas, Matplotlib, ASP.NET, Scikit-learn,

Tools: Linux, Git, Docker, AWS, Azure

Certifications: Azure Fundamentals (AZ-900) – Microsoft Certification in Cloud Computing

EXPERIENCE

Machine Learning Engineer Intern

Summer 2025

Corvid Technologies

Huntsville, AL

- Trained transformer-based models to predict radar cross section (RCS) responses for 3D objects in high fidelity physics simulation software, resulting in 27% less prediction error than previous in-house methods.
- Deployed models to company servers with a user friendly graphical interface built with Gradio to allow users to run and view the results of models without any technical knowledge.
- Built a scalable data pipeline using Numpy and PyArrow to process terabytes of raw simulation data to enable the training of physics informed neural networks.

Undergraduate Researcher - Machine Learning

June 2024 – Present

Dr. Nguyen's Artificial Intelligence Lab

Auburn, AL

- First-authored a paper in ACCV (5.6% oral acceptance rate) examining how and why models like ChatGPT fail on extremely simple visual tasks. **Cited 170+ times** and featured in technical reports by researchers from **OpenAI**, **Google DeepMind** and **Anthropic**.
- Collaborated with researchers from Adobe to determine what percent of real world Photoshop use cases could be automated by image-editing AI models, publishing the findings in a first-author paper at WACV 2026.

Full Stack Web Developer Co-Op

August 2022 – August 2024

Campus Web Solutions

Auburn, AL

- Used C#, ASP.NET, JavaScript, and SQL Server to build a user lookup and permissions tool for staff, saving ~4 hours/week of manual work.
- Rebuilt a common search query using indexed views, reducing average response time from 6.2 seconds to 180ms.

PROJECTS

Wordle Reinforcement Learning Agent | *LLMs, Reinforcement Learning, PyTorch* | [Link](#)

2025

- Finetuned an open-source LLM and trained with reinforcement learning to improve the model from only being able to complete 0.1% of Wordle games to successfully completing 18% of games.
- Discovered and fixed a memory leak bug in ByteDance's open-source reinforcement learning training framework *verl* in order to train a model efficiently.

Spotify Playlist - AI Cover Generator | *Django, AWS, Generative AI* | [Link](#)

2024

- Developed an AWS-hosted Django webapp, leveraging Spotify's official API and multiple AI models to automatically create visual representations of users' Spotify playlists.
- Created a program to summarize playlist metadata using the Spotify API and used this information to have an LLM prompt a diffusion image model for a stylistically similar playlist cover.

Twitter Disaster Prediction Model | *BERT, PyTorch* | [Link](#)

2024

- Finetuned a BERT model to identify Tweets referencing real world disasters.
- Achieved top 10% performance on a Kaggle competition with 83% accuracy.