

# Mudit Arora

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## EDUCATION

<b>Master of Science, Artificial Intelligence</b> University of California, Santa Cruz	Dec 2025 Santa Cruz, CA GPA: 3.86
<ul style="list-style-type: none"><li><b>Courses:</b> Machine Learning, Deep Learning, Natural Language Processing, LLM Agents, Generative AI, Conversation AI, Multimodal AI, Data Science, AI Agents, AI in Games</li></ul>	
<b>Bachelor of Science, Computer Science</b> Arizona State University	May 2024 Tempe, AZ GPA: 3.77
<ul style="list-style-type: none"><li><b>Awards/Honors:</b> Magna Cum Laude, Dean's List, New American University Scholar, SUN Award</li><li><b>Courses:</b> Artificial Intelligence, Data Structures &amp; Algorithms, Software Engineering, Computational Biology</li></ul>	

## SKILLS

**Programming Languages:** Python, R Programming, C++, MATLAB, Java, JavaScript, TypeScript, Swift  
**Frameworks/Libraries:** PyTorch, TensorFlow, scikit-learn, Keras, MLX, NLTK, Pandas, NumPy, LangChain, AutoGen, matplotlib, OpenCV, HTML/CSS, React, Next.js, Node.js  
**Tools/Technologies:** GCP, Azure, Git, MySQL, Docker, AWS (S3), Postman, Hugging face, Ollama, Make.com  
**Domain:** Artificial Intelligence, Machine Learning, Deep Learning, Data Science, NLP, LLM, RAG, GenAI, AI Agents, Computer Vision  
**Certifications:** Technical Interview Prep (CodePath), Web Development (CodePath)

## WORK EXPERIENCE

<b>Deep Learning Researcher</b> Uniphore	May 2025 – Dec 2025 Palo Alto, CA
<ul style="list-style-type: none"><li>Generated <b>500+ synthetic conversations</b> based on frameworks like ReAct &amp; Pre-Act on multiple domains such as Banking, Travel, etc. for a flexible dialog agent system that is capable of multi-turn reasoning and dynamic tool calling on normal, happy &amp; unhappy paths.</li><li>Trained a series of <b>Qwen Small Language Model</b> using <b>Supervised Fine Tuning (SFT)</b> to generalize tool use and tuned <b>Reinforcement Learning with Verifiable Rewards (RLVR)</b> on Action Reward, Tool Reward, and Semantic Reward.</li><li>Achieved <b>50% and 66.7% success rate</b> compared to base models (<b>12x improvement</b>) on seen domain &amp; unseen domain respectively.</li></ul>	
<b>AI Software Engineer Intern</b> CRED	May 2025 – Sept 2025 San Francisco, CA
<ul style="list-style-type: none"><li>Worked on internal automation tools to help PMs in taking notes, reviewing transcripts, identifying key problems, solutions, and improvements <b>saving upto 2hrs.</b></li><li>Designed an AI bug fixing agent for writing fixes, Q&amp;A, and reviewing the bugs helping the developers <b>saving upto 4hrs.</b></li><li>Crafted features for CRED's Chrome Extension utilizing LLMs for intelligent preprocessing and semantic chunking to scrape webpage data, <b>achieving 84% accuracy</b> in the benchmark test, and optimized the process to retrieve real-time data to users efficiently.</li><li>Optimized CRED's AI Slack Bot for better workflow, <b>reducing the wait time by 15%</b> by using OCR models.</li></ul>	
<b>Graduate Teaching Assistant</b> Baskin School of Engineering, UC Santa Cruz	Apr 2025 – June 2025 Santa Cruz, CA
<ul style="list-style-type: none"><li>Facilitated learning for <b>240+ undergrad students</b> in Computational Methods course under Prof. Daniel Fremont, boosting student comprehension by <b>20%</b>, through tailored office hours and interactive problem-solving sessions.</li></ul>	
<b>Machine Learning Researcher</b> Mayo Clinic	Aug 2023 – May 2024 Tempe, AZ
<ul style="list-style-type: none"><li>Fine-tuned <b>Google's T5-based LLM</b> using <b>Python, PyTorch</b>, and <b>scikit-learn</b>, achieving <b>87% accuracy</b> in extracting social determinants of health from clinical notes and predicting patient readmission within 30 days.</li><li>Assisted hospitals in <b>reducing admission rates</b>, leading to <b>cost savings</b> in patient care management and improved clinical decisions.</li></ul>	
<b>Software Quality Assurance Intern</b> Knight Transportation	May 2022 – Aug 2022 Phoenix, AZ
<ul style="list-style-type: none"><li>Innovatively constructed an agile approach, authoring detailed test cases and effectively resolving critical bugs via <b>Microsoft Azure DevOps</b> and <b>Elasticsearch</b>; optimized development processes, resulting in a <b>28% reduction in bug resolution</b> time.</li><li>Orchestrated a collaborative effort with Backend Engineers to optimize User Experience, resulting in a <b>42% increase in app engagement</b> and a <b>23% decrease in user complaints</b>.</li></ul>	

## PROJECTS

<b>Slug Meditate – CruzHacks 2025 Winner</b>
<ul style="list-style-type: none"><li>Built a VR meditation web app pipeline, utilizing <b>Google's Gemini API</b> to transform user text prompts into AI generated image (<b>Imagen 3</b>) and video (<b>Veo 2</b>) that then transforms it into a 3D scene mapping (<b>Gaussian Platting</b>), then add an AI generated music (<b>MusicFX</b>) that compliments the meditative vibe, and finally rendering the VR immersion (<b>Niantic Studio by 8th Wall</b>).</li><li>Achieved a <b>success rate of 87%</b> in rendering immersive by processing over <b>14 unique</b> user prompts.</li></ul>
<b>EduVoice AI – YC Hackathon</b>
<ul style="list-style-type: none"><li>Engineered a full-stack Voice AI platform using <b>Emergent</b> enabling students to interact with uploaded lecture content through multilingual voice powered conversations, automated quizzes, and AI-generated summary by integrating <b>LiveKit</b> framework for real-time intelligent responses, <b>Cartesia</b> for voice cloning, <b>Deepgram</b> for speech-to-text (STT), and <b>Silero VAD</b> for voice activity detection.</li></ul>
<b>EduMUSE</b>
<ul style="list-style-type: none"><li>Developed an AI-powered tutoring system using <b>CrewAI</b> multi-agent architecture that transforms PDF study materials into personalized learning experiences with automated summaries, quiz generation, and podcast-style audio content using <b>GPT-4o</b>, <b>SerperDev</b>, and <b>ElevenLabs</b>, reducing study material <b>processing time by 68%</b>.</li></ul>