

Mudit Arora

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EDUCATION

Master of Science, Artificial Intelligence University of California, Santa Cruz	Dec 2025 Santa Cruz, CA GPA: 3.86
• Courses: Machine Learning, Deep Learning, Natural Language Processing, LLM Agents, Generative AI, Conversation AI, Multimodal AI, Data Science, AI Agents, AI in Games	

Bachelor of Science, Computer Science Arizona State University	May 2024 Tempe, AZ GPA: 3.77
• Awards/Honors: Magna Cum Laude, Dean's List, New American University Scholar, SUN Award	

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/Techologies: 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

Deep Learning Researcher Uniphore	May 2025 – Dec 2025 Palo Alto, CA
• Generated 500+ synthetic conversations based on frameworks like ReAct & 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 & unhappy paths.	
• Trained a series of Qwen Small Language Model using Supervised Fine Tuning (SFT) to generalize tool use and tuned Reinforcement Learning with Verifiable Rewards (RLVR) on Action Reward, Tool Reward, and Semantic Reward.	
• Achieved 50% and 66.7% success rate compared to base models (12x improvement) on seen domain & unseen domain respectively.	
AI Software Engineer Intern CRED	May 2025 – Sept 2025 San Francisco, CA
• Worked on internal automation tools to help PMs in taking notes, reviewing transcripts, identifying key problems, solutions, and improvements saving upto 2hrs .	
• Designed an AI bug fixing agent for writing fixes, Q&A, and reviewing the bugs helping the developers saving upto 4hrs .	
• Crafted features for CRED's Chrome Extension utilizing LLMs for intelligent preprocessing and semantic chunking to scrape webpage data, achieving 84% accuracy in the benchmark test, and optimized the process to retrieve real-time data to users efficiently.	
• Optimized CRED's AI Slack Bot for better workflow, reducing the wait time by 15% by using OCR models.	
Graduate Teaching Assistant Baskin School of Engineering, UC Santa Cruz	Apr 2025 – June 2025 Santa Cruz, CA
• Facilitated learning for 240+ undergrad students in Computational Methods course under Prof. Daniel Fremont, boosting student comprehension by 20% , through tailored office hours and interactive problem-solving sessions.	
Machine Learning Researcher Mayo Clinic	Aug 2023 – May 2024 Tempe, AZ
• Fine-tuned Google's T5-based LLM using Python, PyTorch, and scikit-learn , achieving 87% accuracy in extracting social determinants of health from clinical notes and predicting patient readmission within 30 days.	
• Assisted hospitals in reducing admission rates , leading to cost savings in patient care management and improved clinical decisions.	
Software Quality Assurance Intern Knight Transportation	May 2022 – Aug 2022 Phoenix, AZ
• Innovatively constructed an agile approach, authoring detailed test cases and effectively resolving critical bugs via Microsoft Azure DevOps and Elasticsearch ; optimized development processes, resulting in a 28% reduction in bug resolution time.	
• Orchestrated a collaborative effort with Backend Engineers to optimize User Experience, resulting in a 42% increase in app engagement and a 23% decrease in user complaints .	

PROJECTS

Slug Meditate – CruzHacks 2025 Winner	
• Built a VR meditation web app pipeline, utilizing Google's Gemini API to transform user text prompts into AI generated image (Imagen 3) and video (Veo 2) that then transforms it into a 3D scene mapping (Gaussian Platting), then add an AI generated music (MusicFX) that complements the meditative vibe, and finally rendering the VR immersion (Niantic Studio by 8th Wall).	
• Achieved a success rate of 87% in rendering immersive by processing over 14 unique user prompts.	
EduVoice AI – YC Hackathon	
• Engineered a full-stack Voice AI platform using Emergent enabling students to interact with uploaded lecture content through multilingual voice powered conversations, automated quizzes, and AI-generated summary by integrating LiveKit framework for real-time intelligent responses, Cartersia for voice cloning, Deepgram for speech-to-text (STT), and Silero VAD for voice activity detection.	
EduMUSE	
• Developed an AI-powered tutoring system using CrewAI multi-agent architecture that transforms PDF study materials into personalized learning experiences with automated summaries, quiz generation, and podcast-style audio content using GPT-4o , SerperDev , and ElevenLabs , reducing study material processing time by 68% .	