**Bio:**

1. **MIT bachelor’s (CS) + MEng.**

- **Competitions**: MIT’s Battlecode (robotics and programming) – real‑time strategy

- **Side projects**: college application app, park-n-shop app, umbrellaed by Vontech Software

1. **Early entrepreneurship and industry roles**

- **Instabase (2018‑2022)**: AI‑automation company. A founding employee on the algo & ML team: low‑code/no‑code tools for document processing

- **Bamboo**: an open‑source library that applies quantum error‑correction schemes (e.g., Shor and CSS codes) to programs written in Rigetti’s pyQuil

- Bility: MIT’s accessibility research and quantum photonics project

- **Regression Games (2022‑2025):** AI gaming and esports, where coders (players) build ML/AI bots to compete in tournaments; help game studios with AI‑driven quality assurance

- **Anthropic (2025‑present):** Technical Staff

**Questions about the Talk “Focus is Everything”:**

1. **“Starting with clear goals”: precice vs big pic?**

- How did you decide which direction to pursue when working with LLMs or gaming AI and keep focus on it?

- hard to be precious from the very first beginning -> lose the board vision. Normally don’t know where exactly the project will end up.

- like writing phd papers: better off work on abstract and intro after finishing the whole draft paper.

1. **Focus vs Adaptability?**

- How to avoid getting stuck in the blind alley while chasing after the original goal we set?

- At Anthropic, working with large models requires rapidly evaluating new methods while maintaining product focus.

1. **Founder vs Research Engineer?**

- Why drove a pivot from your own start-up, RG, to Anthropic?