Ollantay Z. Scocos

Mobile: 309-340-3606 | Email: olscocos@gmail.com | www.linkedin.com/in/ollantay-scocos

EDUCATION

University of Illinois at Urbana-Champaign August 2018 – December 2023
Bachelor of Science in Computer Science + Astronomy *Dean's List Fall 2018*

Related Coursework:

Software Design Studio	Data Structures and Algorithms	System Programming	Computer Architecture
Artificial Intelligence	Programming for Data Science	Statistical Analysis	Algorithms & Models of Computation

TECHNICAL SKILLS

Programming Languages: C, C++, Python, Haskell, JavaScript, HTML, CSS, Java, MatLab, R, SQL
Frameworks/Tools: Git, GitHub, Pandas, Numpy, TCP/IP, PyTorch, Linux (Ubuntu), Android Studio, IntelliJ, Visual Studio, Jupyter Notebooks, AWS, RESTful API, React, Excel, Word

WORK EXPERIENCE

DataAnnotation Peoria, IL
Software Engineer February 2024 – Present

- Designed and implemented 40+ algorithmic challenges daily in Python, C, and C++ to evaluate and train large language models, refining model accuracy, safety, and user experience
- Authored and refined 200+ benchmark solutions by debugging and optimizing AI-generated code in Python and C++, including database interactions, to improve model reasoning and output fidelity
- Deployed and managed 100+ isolated test environments to validate AI code, directly improving model performance across correctness, truthfulness, helpfulness, and safety metrics
- Analyzed 1,000+ lines of code against project-specific rubrics focused on correctness, truthfulness, safety, and helpfulness to ensure high-quality model outputs
- Streamlined AI model selection processes, resulting in a 20% reduction in manual QA efforts; authored 100+ comprehensive justifications to support model choices and enhance decision-making efficiency

PROJECT HIGHLIGHTS

Wrapped Now (JavaScript, HTML, CSS) January 2024 – February 2024

- Engineered and deployed an interactive web application utilizing JavaScript, HTML, CSS, and the Spotify API to create a scalable, personalized version of Spotify Wrapped, boosting user engagement and experience
- Introduced OAuth 2.0 authentication to enable secure user login via Spotify, ensuring safe data access and compliance with security standards
- Incorporated Spotify's REST API with JavaScript to dynamically display 50+ top artists and songs from the past 1, 6, and 12 months, rendering content in HTML/CSS with an interactive card structure

TV Time (Java, C++) January 2019

- Leveraged Google's Gson API to parse and convert JSON data on TV shows, achieving a 35% reduction in data fetching time and improving application responsiveness for users
- Constructed and applied an Object-Oriented class structure to organize and manage data for TV shows and individual episodes, improving code maintainability and scalability by 80%
- Developed Java features to retrieve up to 200+ episodes by date, season, and name, enhancing the user experience through efficient and intuitive navigation

QuickEats (Java) December 2018

- Built an Android app in Java that provides users with randomly selected local restaurant recommendations, upgrading user discovery and engagement
- Integrated Google Places API with Android's location services to recommend 300+ nearby restaurants based on the user's current location
- Designed and constructed a user-friendly interface that enables users to select 100+ combinations of distance and food preferences, optimizing app usability and user experience