

Vaibhav Satish

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Education

UNIVERSITY OF CALIFORNIA AT IRVINE | August 2024 - Present

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

GPA: 3.81/4.0

Technical Skills: Python, Java, C++, HTML/CSS, SQL.

RELEVANT COMPLETED COURSES: Data Structures and Algorithms (High School), Advanced Python Programming with Libraries, Calculus II, Intermediate Python Programming with Libraries, Boolean Algebra and Discrete Mathematics, Statistics for Computer Scientists. Programming with C++, Discrete Structures.

AWARDS: 3x University of California at Irvine Dean's Honors List.

Experiences

Software Development Instructor, Internship

Tech Academy, Seattle WA | June 2025 – Present

- Taught programming basics and web design concepts to 16-18 students using block coding and web technologies
- Developed engaging, hands-on lessons that built coding skills and sparked interest in software engineering
- Adapted complex technical topics for diverse age groups, strengthening communication and teaching abilities

Developer/Researcher

Antartiq Med, University of California at Irvine | September 2024 - Present

- Designed cognitive games to aid patients with Dementia and Alzheimer's.
- Collected and leveraged gameplay data to train AI models for early disease prediction.

Student Researcher

Stanford University, University of California, San Diego Extended Studies | May 2023 - November 2023

- Analysis of AI models' accuracy in predicting NFL players' injury severity.
- Collaboration with Stanford graduate researcher, Hamza El Boudali.
- Evaluation of AI performance using Softmax Regression and Neural Networks.
- Development of conclusions into a strong research document.

Inspirit AI Scholars Research Program | June 2023 - August 2023

- Explored AI and Machine Learning subfields—including NLP and Computer Vision—with Georgia Tech researcher, Soham Sinha.
- Collaborated with Cornell researcher, Seonghee Lee and a team of six to develop AI models for detecting distracted driving and reducing its negative impact.

Developer

First Robotics, Programmer with Team 1294: Pack of Parts | June 2023 - June 2024

- Created an autonomous robot orientation system using Machine Vision and AI, enabling the robot to self-align with game pieces.
- Programmed the game piece launching system.
- **Achievements:** 1st place at the PNW District Sammamish Event, Gracious Professionalism Award, Qualification for the Pacific Northwest FIRST District Championship, new team records, and new highest ranking in team history.

Teacher

Kumon of Kirkland and Kumon of Pine Lake | February 2021 – October 2024

- Taught 13-15 kids of all ages mathematics and reading concepts for 2.5-3 hours a day.
- Tracked student progression through CMS software.
- Held zoom sessions for those unable to attend in person.

Projects

Mage Runner - University of California Video Game Development Club.

- Created and implemented player weapon system, including projectiles and damage to enemies from projectiles.
- Used Unity and C# to bring the game to life and to create designs and objects for the weapon and the projectiles.

University of California at Irvine themed Geoguessr game

- Collaborated in a 4-person team to engineer core game logic, extract image metadata, and integrate OpenStreetMap API-based gameplay using React.js and JavaScript
- Designed and implemented a custom scoring formula based on player proximity to actual locations
- Enhanced user experience by adding background music and visual feedback