

# FIRST LAST

PHONE NUMBER | [EMAIL](#) | [LINKED IN](#) | [Personal Website](#) | [github.com/suri312006](https://github.com/suri312006)

## EDUCATION

### University of California, Santa Cruz

**GPA 3.97**

*Bachelor of Science in Computer Engineering*

*Aug. 2023 – Dec. 2025*

### Relevant Coursework

*Data Structures and Algorithms, Computer Systems and C Programming, Logic Design with Verilog, Discrete Math, Linear Algebra*

## EXPERIENCE

### Lead Software Engineer

March 2024 – Present

*ConnectifyAI* | Go, Python, Typescript, PostgreSQL, Docker

*Santa Cruz, CA*

- Leading a team of **10** Undergrads and masters students, making important decisions such as deciding the tech stack, and managing the GitLab Repository.
- Utilizing Go and PostgreSQL to create a performant REST API for our services
- Learned Docker and GitLab Runner to automate backend deployments.
- Working with Professor Marinescu to research viable, performant methods to chain multiple AI/ML models.

### Software Engineering Intern

June 2024 – Aug. 2024

*LightLinks* | Embedded Rust and C Programming, eBPF, XDP, Kernel Programming, Networking

*Santa Cruz, CA*

- Engineered a Multi-Device system to facilitate a light-based network protocol.
- Utilized existing kernel frameworks, such as eBPF and XDP to implement project specifications.
- Lead the charge in migrating legacy C codebase to Rust for improved developer experience and reliability.
- Set up custom GitHub Actions runner to facilitate the building and testing of embedded networking software.

### Artificial Intelligence Researcher

Nov. 2023 – Mar. 2024

*ACM AI Research Lab* | PyTorch, RAG, Kubernetes, Hugging Face

*Santa Cruz, CA*

- Created a performance analysis pipeline to quantify the effectiveness of using different latent spaces to find similarities between code and English
- Took the lead in finding a problem space for a group of 5 people to investigate.
- Developed a rudimentary RAG to ascertain the quality of responses with different model architectures.

## PROJECTS

### Term2Term | *Rust, Go, gRPC, PostgreSQL, Docker, Github Actions*

June 2024 – Present

- Programming a Rust TUI client capable of sending encrypted messages to other users.
- Developing a Go server to store encrypted messages in database and direct messages between users.
- Utilizing gRPC for performant type-safe communication across clients and server.
- Learning Peer-to-Peer communication to integrate into the client for complete user privacy.

### CoupledCats | *Rust, gRPC, SQLite, Multithreading, Github Actions*

August 2024 – Present

- Learning Bevy, a Rust game engine, to create a desktop application to connect clients with their significant others.
- Creating a strictly Peer-to-Peer platform for utmost privacy.
- Utilizing multithreading to run client / server processes along with the game engine event loop, using channels to facilitate communication.

## TECHNICAL SKILLS

**Languages:** Rust, Go, TypeScript / JavaScript, Python, C/C++, SQL (Postgres), HTML/CSS

**Frameworks:** SvelteKit, Nuxt, Node.js, Django, Material-UI

**Developer Tools:** Arch Linux, Nix, NeoVim, Git, Docker, Kubernetes, Vercel, PlanetScale, Google Cloud Platform, VS Code, IntelliJ

**Libraries:** Tokio, Serde, React