TJ LIEBSCH

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EXPERIENCE

AI ENGINEER INTERN/PROJECT MANAGER, RADICAL X   MAY 2024 – AUG 2024
REMOTE
- Started as an AI developer and promoted to team lead in the first 3 weeks of my project and promoted again 2 weeks later to project manager
- Trained in AI development using Google Cloud Platform tools, including Vertex AI and LangSmith, improving model deployment efficiency.
- Utilized Google Cloud Monitoring to keep my AI's upkeep costs low to less than $10 over 90 days
- Collaborated alongside 4 team members to develop AI tools for Radical X that will be used to assist 250+ teachers in the alpha phase in 2024
- Independently identified and resolved cross-team issues, accelerating project timelines

BACKEND DEVELOPER, SAINT MICHAEL CINEMA   JAN 2024 – APR 2024
SAINT MICHAEL, MN
- Collaborated with 3 frontend developers to build a full-stack event booking platform with an admin page using React, Rest API, Git and Azure SQL Database
- Built all the connections from the webpage to the database using Swagger UI as an API
- Worked with an area client to create a general event booking website

CLIENT COORDINATOR, PS PUBLISHING   MAY 2017 – CURRENT
ARLINGTON, SD
- Managed donor information through our contact management system by creating databases to help manage more than 9,000 different contacts
- Constructed and coordinated client donation routes with Microsoft Office to efficiently fundraise more than $70,000 for the company
- Displayed IT skills by installing and performing maintenance on all new equipment and software to allow us to complete our project in time

PROJECTS

AI GAME DEVELOPMENT PROJECT, SE 482   FEB 2025 – CURRENT
ST. CLOUD STATE UNIVERSITY (SCSU), ST. CLOUD, MN
- Developed a Minimum Viable Product in two weeks to display all core functionality
- Used AI features to optimize the Large Language Model to better fit our needs

APPLIED UNDERGRADUATE RESEARCH PROJECT, SE 342   OCT 2023 – DEC 2023
ST. CLOUD STATE UNIVERSITY (SCSU), ST. CLOUD, MN
- Released a video game to itch.io to help people learn three basic C++ coding concepts
- Led a team of four individuals and presented our progress every two weeks

EDUCATION

BACHELOR OF SCIENCE IN SOFTWARE ENGINEERING   AUG 2021 – MAY 2025
ST. CLOUD STATE UNIVERSITY (SCSU), ST. CLOUD, MN
- GPA 3.49/4
- Member of National Honor Society

TECHNICAL SKILLS

- Languages: Python, C++, C#, Java, HTML, CSS, JavaScript, React
- Frameworks & Tools: Docker, Git, Jira, Swagger, Azure DevOps, OpenGL, Unity
- AI Development: Google Cloud Platform, Vertex AI, OpenAI, Vector Databases, LLM fine-tuning
- Full Stack Development: Rest APIs, MySQL, Azure SQL Database
- Methodologies: Agile team leadership, Scrum project management