TORIN CHACKO

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EDUCATION

University of California, Los Angeles — Los Angeles, CA
Bachelor of Arts in Math of Computation, Minor in Data Science Engineering — *Sept. 2024 – Current*

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High School Diploma — *Aug. 2020 – June 2024*

EXPERIENCE

Machine Learning and Navigational Systems Team Member — September 2024 – Present
American Society of Mechanical Engineers : UCLA — *Los Angeles, CA*
- Developed and implemented navigational systems to allow for completely autonomous compatibility in robotic systems
- Co-Developed machine learning algorithms and instruction to interpret grey-scale imaging as depth for obstacle detection and navigational mapping

PyTorch Project and Learning Track — Sep. 2024 – March 2025
The Association for Computing Machinery : UCLA — *Los Angeles, CA*
- Learned the basics and applications of PyTorch in regards to Machine Learning and training an L.L.M.
- Applied knowledge gained to a personal project

UCLA's Cybersecurity Academy General Member — May 2019 – July 2019
Southwestern University — *Georgetown, TX*
- Explored methods to protect important systems from threats of exploitation and social engineering.
- Learned the fundamentals of enumeration, exploitation with reverse shells and reverse engineering
- Developed skills based on the fundamentals of BurpSuite and other tools for Blue-Teaming and tracing
- Wrote an 8-page paper on the analysis and deconstruction of malware given it's output based specifically on how to reverse engineer ransomWare to produce the encryption key

PROJECTS

AutoChess | *C++, Git, Alpha-beta Pruning, ML* — June 2024 – Present
- Developed a chess bot that finds the next best move through the process of Alpha-Beta pruning
- Developed skills for the fundamentals of Github actions, Push/Pull requests and Git
- Expanded upon knowledge of multi-file projects, including the concepts of linkers and machine processing

Rotating Donut | *C++, Threads, Linear Algebra, Git* — June 2024 – October 2025
- Furthered understanding of matrices and transposition in regard to images
- Learned and implemented threads in C++
- Furthered understanding of continuous processing and displaying to a CLI

Meteor Dodger – Arcade Game | *C++, Threads, CLI, Git* — September 2024 – Current
- Developed skills for creating a continuously updating game
- Learned multi-class declarations and polymorphism and how to implement these concepts into a complex environment
- Currently searching for ways to smooth computer graphics in the command line through mathematical means or optimization of the program's frame rate

TECHNICAL SKILLS

Languages: C/C++, Python, SQL (mySQL), Bash, HTML/CSS, x86 Assembly
Developer Tools: Git, Docker, VS Code, Visual Studio
Libraries: OpenCV, QT, Pandas, NumPy, Matplotlib, PyTorch,