YANALL BOUTROS

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EDUCATION

University of California, Santa Cruz

September 2016 - August 2020

- · Bachelor of Science (B.S.) Physics, B.S. Computer Science. Department GPA 3.40
- · Electives: Advanced Programming, AI, Computational Physics, Quantum Computing

TECHNICAL STRENGTHS

Languages Python, C/C++, Tex, HTML, NodeJS,

Frameworks TensorFlow, PyTorch, Unreal Engine, Bootstrap, JQuery, Numpy, Matplotlib, ViM

Infrastructure GNU/Linux, Unix, Windows, PostgreSQL, Kafka, Docker, Git/GitHub

Mathematics Scientific Communication, Modeling, Statistics, Artificial Intelligence, Simulations

Data Science Machine Learning, Data Analysis, Data Validation, Research, Testing, Debugging

EXPERIENCE

DCS Corp
Software Engineer
October 2021 - Present
Aberdeen, MD

- · Supported Army Research Lab Human Research and Engineering Directorate
- · Made Automatic Speech Recognition [ASR] and Natural Language Processing [NLP] pipeline
- · Made Kaldi Vosk and Whisper Speech-To-Text [STT] tool with supervised auto-corrections
- · Made tool to accelerate corrections to update large language model [LLM] and lexicon
- · Integrated STT, NLP, and Benchmarking tools in Bootstrap Express NodeJS, Dockerized services
- · Finetuned GPT-J and OPT models for entity extraction and sentiment classification
- · Integrated Computer Vision algorithms to compare segmentation and classification efficacy
- · Made TensorFlow EEG Net binary classifier 70% accurate in associating physio data with firing events
- · Made Unreal Engine component to provide subsystem failures in simulated NGCV vehicles
- · Integrated Kafka/PostgreSQL Producer/Consumer in Component Health System, ASR/NLP tools

Freelance Contractor: FullSend Network [FSN], Digital Asset Management Group [DAMG] October 2021 - September 2022

Part-Time Manager, Software Engineer

Baltimore MD

- · Made back-end web database in PostgreSQL for Decentralized Exchange trade bot in NodeJS for DAMG
- · Implemented Neural Radial Fields and ZeroShot. Made transforms matrix from 2D drawings for FSN
- · Setup dedicated local Jax/Dalle/Imagegen server, researched Text \rightarrow 2D \rightarrow 3D generation
- · Streamlined conversion from artists rendition to video game asset

Santa Cruz Institute for Particle Physics [SCIPP]

August 2018 - August 2020

Undergraduate Research Assistant Intern

Santa Cruz, CA

- · Simulated interactions in the Large Hadron Collider. Optimized code for hummingbird computer cluster
- · Streamlined, benchmarked, and dockerized Python workflow and modules for simulating particle physics
- · Validated data by comparing measurements to theory from Feynman Diagrams and Standard Model
- · Implemented feed-forward and convolution neural networks in TensorFlow. Tweaked hyper-parameters
- · Achieved 80% accuracy in binary classification of $T\overline{T}$ or ZZ parent particles