

# YANALL BOUTROS

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Yanall-Boutros.github.io

Baltimore, MD

## EDUCATION

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**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

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Python, C/C++, Unix, GNU/Linux, PostgreSQL, Scientific Communication, Mathematics, VIM  
Debugging, Testing, Modeling, Statistics, Data Structures, Data Analysis, Data Validation, Kafka  
Data Visualization, Artificial Intelligence [AI], Unreal Engine, Simulations, Tex, HTML, Docker,  
Numpy, TensorFlow, Research, Machine Learning, Git/GitHub, Regex, Matplotlib, NodeJS

## EXPERIENCE

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**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 autocorrections
- Made tool to accelerate corrections to update large language model [LLM] and lexicon
- Finetuning GPT-J and OPT models for entity extraction and sentiment classification
- Integrating 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
- Fixed BMP Animation issues caused by object's physics body map
- Integrated Kafka/PostgreSQL Producer/Consumer in Component Health System, transcription tool

**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 → 2D → 3D generation
- Streamlined conversion from artists rendition to video game asset

**Santa Cruz Institute for Particle Physics [SCIPP]**

*Undergraduate Research Assistant Intern*

August 2018 - August 2020

*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  $T\bar{T}$  or  $ZZ$  parent particles
- Trained new research assistants in Python 3, provided technical support