

Yonathan T. Gashu

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science - GPA 3.85/4.0

Graduating May 2027

- Specializing in *Artificial Intelligence & Information Internetworks*
- Coursework: Computer Organization, Data Structures & Algorithms, Object-Oriented Programming, Linear Algebra

EXPERIENCE

Department of Defense (DoD)

May 2024 - Present

Artificial Intelligence Research Intern

Washington, DC

- Work alongside senior researchers on a project investigating on a project knowledge graphs (KGs) from unstructured text
- Build a Retrieval-Augmented Generation (RAG) pipeline, enabling a LLM to retrieve answers from text files and generate responses based on the information in the file
- Develop methodologies for Named Entity Recognition (NER) and Relationship Extraction (RE) to populate the KGs
- Collaborate with researchers on the development of a KG-RAG system to enable Knowledge Graph Question Answering (KGQA)
- Contribute to advancements in novel algorithms for identifying contradictions within KGs
- Write Python scripts using pandas & numpy for efficient processing of data from PDF to KG format

Software Developer Intern

Sep. 2022 - Aug. 2023

- Member of the government development team in the Data Targeting Solutions division. This team is essential for the creation of enterprise applications in support of targeting using Cloud Native techniques
- Selected and completed stories within each Sprint, enabling features to be delivered on time
- Participated in scrum Agile development methodology, including all ceremonies
- As part of a DevOps team, supported project from requirements gathering, development, unit testing, integration testing to deployment and maintenance
- Created a developer-sided API to allow for more efficient creation of test agreements/datafeeds
- Utilized Java to develop backend database management features for internal web application, and successfully integrated those functionalities into the frontend interface

Verizon

Jul. 2022 - Aug. 2022

System Developer Intern

Remote

- Implemented GitLab and Jenkins for streamlined continuous integration and continuous deployment (CI/CD) processes, facilitating efficient code management
- Acquired expertise in essential systems, encompassing DevOps practices, AWS, microservices architecture, and cloud computing solutions

PROJECTS

C# Game Development | *Unity Game Engine*

June 2021 - Present

- Utilized C# scripts in Visual Studio Code to manipulate Unity's 3D Rigidbody Physics and create first-person and third-person perspective player movement systems
- Developed a modular weapon system, which allows for more efficient implementation of new weapons & avoids redundancy in the code/methods
- Created a grappling hook through the combined use of Unity's Physics class, Unity's LineRenderer, the player's camera, and the player's input, thus giving the pistol weapon dual functionality

AWARDS

Stokes Educational Scholarship: Selected to receive up to \$30,000 in tuition scholarship, a year-round salary, and summer internships

Monetary Award: Granted by the Department of Defense for achieving high quality results as a Software Developer Intern

Georgia Tech Provost Scholarship: One of 60 students awarded \$85,000 over four years

TECHNICAL SKILLS

Languages: Java, Python, C#, Rust

Frameworks: Vue, React, JUnit

Developer Tools: Linux, Git, Docker, Amazon Web Services, Google Cloud Platform, VS Code, IntelliJ, Jenkins, JIRA, Unity