# Abhigyan Arya

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#### EDUCATION

### University of California, Irvine

Irvine, CA

B.S. Computer Science and Engineering, Minor in Mathematics GPA 3.9/4.0

Sep 2023 - June 2027

#### Experience

Opennote (YC S25)

San Francisco, CA

Nov 2024 - Present

- Co-Founder & CTO • Founding team member, scaling platform development and product growth from  $0 \to 20,000+$  MAU (60,000+
  - total), as both product owner and #1 code contributor, and sole developer across all backend infrastructure. • Designed architecture for multiple agent systems, realtime collaboration stack, security systems, text-to-video generation pipeline, and developer APIs and SDKs for customer and consumer-facing use.
  - Led all technical aspects of product development, including partnerships with Meta & Groq, SOC II Compliance, alongside research tasks, such as document retrieval systems, durable objects, LLM benchmarks, etc.

Browserbase San Francisco, CA

 $Software\ Engineering\ Intern$ 

March 2025 - May 2025

- First (of 3) engineers on team building <u>Director</u>, Browserbase's first consumer-facing tool for web automations.
- Designed browser infrastructure and session management stack, and developed core code-generation pipeline.
- Worked directly under the CEO and investors (from CRV, Kleiner Perkins, etc.) to beta test pre-release product.

## NASA Johnson Space Center

Houston, TX

Pathways Software Engineering Intern

Aug 2024 - Nov 2024

- Prototyped and implemented fuel-efficient control algorithms for autonomous vehicle control in C/C++, analyzing embedded footprint and compute constraints in VxWorks for presenting flight software to program leadership.
- Implemented data cleaner and software verification workflow with Linux Shell Scripts, Python (Pandas/Numpy), GitLab CI, and SQLite3 to analyze software integration with Northrop Grumman and MAXAR components.
- Owned, documented, designed, and fully developed multiple human operation tools for downlinked data in React and TypeScript for the Gateway Space Station, with high approval from flight operations personnel.

Software Engineering Researcher

- Engineered inter-device spacewalk guidance system, leading 10 engineers to develop Human-In-The-Loop software and Python API for spacesuit sensor data along TypeScript/React control application for real-time navigation.
- Coordinated fundraise for \$8000+ in research grants to demonstrate Spacewalk Mission Simulations at NASA's Lunar Testing Facilities, and to further innovate on Human-System Integration/Algorithms Research.

## Projects

Runway | Cloud Computing, Browser Agents, LLM Fine-Tuning

runway0.vercel.app

• Designed end-to-end AI deployment pipeline allowing for dataset generation, model training, inference, and deployment on cloud providers purely through natural language in 30 hours at TreeHacks 2025.

#### Block Thing | HackMIT 2024 Winner

qithub.com/uno-p-5/blockthing

- Developed a full-fledged product for Educational Technology, leveraging Figma, Google Blockly, and OpenAI o1 to simplify coding for kids with AI and adaptive UX; Received product accolades from Y Combinator, Citadel, etc.
- Leveraged few-shot LLM fine-tuning method to tailor responses to students, and integrated a native compiling system using Python to allow AI agents to interact with code environments, enhancing software education.

#### UCI CubeSat Research Project | Avionics Team Lead

- Engineered system architecture for automated orbital navigation and control in C and Linux.
- Architected subscription-based events framework to streamline ground operation connections and data transfer.
- Led 8 person team to perform computation and downlink testing for long-term spaceflight.

## SKILLS

Languages: Python, TypeScript, C/C++, SQL, JavaScript, Bash, Java, Go, Rust

Technologies: Cloudflare Workers, Docker, React, GitHub, NodeJS, Next. js, Flask, FastAPI, Linux, AWS, Figma Awards: Y Combinator S25, UCI Excellence in Undergraduate Research Award, California Space Research Grant