

# Alex Gao

408-312-6145 · alg102@ucsd.edu · github.com/alexgaoth · linkedin.com/in/alexgaoth  
alexgaoth.com

## Education

**University of California, San Diego** GPA: 3.98 / 4.0  
*Bachelor of Science, Mathematics-Computer Science* June 2027

**Coursework:** Honors Calculus/Analysis; Linear Algebra; Discrete Mathematics; Data Structures; Object-Oriented Programming. System Programming.

## Skills

**Languages:** JavaScript; TypeScript; Python; C/C++; Java; SQL; HTML; CSS.  
**Frameworks:** React; Node.js; Next.js; Flask; PyTorch; OpenCV; LangChain; OpenAI API; MCPs.  
**Tools:** Git; Docker; CI/CD; AWS; Firebase; Supabase; MongoDB; PostgreSQL; REST APIs; GraphQL.

## Experience

**Climind** San Francisco, CA  
*Software & DevOps Intern* May 2024 – August 2025

- Built and deployed a web crawler collecting ESG reporting data and bond information, producing over 1M+ tokens to enhance the company’s language model training pipeline.
- Improved data quality and model performance through systematic workflow optimization for the LLM pipeline.
- Implemented containerization with Docker and established CI/CD pipelines for reliable deployment.

**Radians** London, UK  
*Director & Lead Developer* August 2023 – April 2024

- Designed and deployed a full-stack e-commerce website using React, Node.js, and MongoDB for the company’s physical product.
- Implemented customer support system integrating email workflows (Gmail/SMTP) and VoIP call routing.
- Directed marketing initiatives including social media campaigns and digital outreach strategies.

## Projects

**Signalor**

- Co-founded a product review analytics platform aggregating customer feedback from Amazon, Reddit, and YouTube using AI to generate actionable insights for product teams.
- Architected backend APIs with connector endpoints, normalized review schema, and BullMQ job queues for scalable data processing.

**Fractal Simulator**

- Built an interactive web application for rendering and exploring fractal patterns including Mandelbrot and Julia sets with real-time zoom and pan controls.
- Optimized rendering performance using WebGL shaders and web workers for parallel computation.

**Encoder-Only Transformer**

- Implemented a BERT-style encoder-only transformer from scratch in PyTorch, including multi-head self-attention, positional encoding, and layer normalization.
- Trained the model on a custom text corpus with configurable hyperparameters for embedding dimension, number of layers, and context window size.
- Built fine-tuning pipeline for downstream classification and token-level tasks using the pretrained encoder representations.

## Awards

**3x Hackathon Winner**, SDxAnthropic; SDxVercel; UCSD SMASH 2025 – 2026  
**Gold Medal**, British Informatics Olympiad 2025  
**Gold Medal**, British Mathematical Olympiad Round 1 2024, 2025  
**Silver Medal**, British Algorithmic Olympiad 2024