

NEO SUD

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EDUCATION

University of California, Santa Cruz Bachelor of Science, Computer Science	Santa Cruz, CA Sep 2023 – Jun 2026
<ul style="list-style-type: none">Cumulative GPA: 3.96/4.0Relevant Coursework: <i>Applied and Theoretical Machine Learning (Graduate), Artificial Intelligence, Computer Architecture, Data Structures and Algorithms, Computer Systems Design (C), Databases.</i>	

EXPERIENCE

Machine Learning Intern CrowdStrike	Jun 2025 – Sep 2025 <i>Sunnyvale, CA</i>
<ul style="list-style-type: none">Built and shipped a unified CLI interface for 30+ malware classifiers, streamlining internal model testing.Consolidated classifier microservices into a monorepo, cutting cross-team bug tickets by 40%.Automated dependency syncing and validation pipelines in Python (UV), improving build reproducibility.Designed CI/CD pipelines in Jenkins, accelerating build and runtime performance up to 4×.	
Machine Learning Researcher UCSC Genomics Institute	Sep 2024 – Present <i>Santa Cruz, CA</i>
<ul style="list-style-type: none">Deployed the Universal Cell Embedding (UCE) Model to process 25+ single-cell tumor datasets.Extracted 63M+ UCE embeddings from AWS S3, creating a novel tumor microenvironment cell atlas.Implemented cell-type clustering using KNN and Louvain, reaching up to 91% classification accuracy.Selected among 27 national research groups for presentation at the NCI ITCR 2025 Symposium.	
Machine Learning Research Fellow Tech4Good Lab	Apr 2024 – Sep 2025 <i>Santa Cruz, CA</i>
<ul style="list-style-type: none">Created Annota, an ML platform used by 200+ users; first-authored a paper submitted to IUI '26.Implemented Dawid–Skene EM algorithm for automated grading, improving efficiency by 40%.Built a RAG model using 50 expert interview transcripts to enhance career guidance accuracy.	
Lead Software Developer SlugAI	May 2024 – Nov 2024 <i>Santa Cruz, CA</i>
<ul style="list-style-type: none">Directed development of 10+ interactive math animations using Python for SlugAI's educational initiative.Mentored 25+ students in Python and deep learning fundamentals through weekly sessions.Coordinated campus events featuring industry professionals (300K+ cumulative reach).	

Undergraduate Tutor Baskin School of Engineering	Apr 2024 – Mar 2025 <i>Santa Cruz, CA</i>
<ul style="list-style-type: none">Tutored upper-division courses in Computer Architecture and Business Information Systems.Graded assignments for 250+ students, providing timely and constructive feedback on their work.	

PROJECTS

Yardbird Typescript, Next.js, LangChain, Pinecone	
<ul style="list-style-type: none">Developed a scalable musician query RAG application; improved retrieval efficiency by 15%.Delivered in 6 weeks for Buildspace's 'nights and weekends' challenge.Wrote custom UI components on Next.js and leveraged LangChain libraries for the backend.	

Soshal Flutter, Firebase, Google Cloud Platform	
<ul style="list-style-type: none">Designed and developed a social app for campus club management using Flutter and Firebase.Implemented backend services on Google Cloud to ensure scalability and real-time data updates.Successfully deployed the app for the Google Student Developer Challenge (2024).	

AWARDS/SKILLS

Programming Languages: Python, C++, C, SQL, TypeScript, Java, Dart
Awards: NSF REU in Computing (2024), Dean's Research Award (2025), Dean's Honor List (6x, 2023-2025)
Technologies: Docker, Kubernetes, UV, Jenkins, AWS, Firebase, Flutter, GCP, Pinecone, Unix/Linux