

Andrew Nakamoto

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EDUCATION

University of Washington

Seattle, WA

Bachelors of Science in Computer Science; Minor in Mathematics

Sep. 2022 – Jun. 2025

GPA: 4.00 - Dean's List

- CSE 446: Machine Learning, CSE 447: Natural Language Processing, and CSE 333: Systems Programming.
- CSE 332: Data Structures and Parallelism and CSE 421: Algorithms.
- MATH 318: Advanced Linear Algebra Tools and Applications and CSE 312: Foundations of Computing II.

EXPERIENCE

Meta

Software Engineer Intern

June 2024 – September 2024

Incoming Summer 2024 at Meta Seattle. Bringing the world closer together at Meta.

DubHacks

Executive Director

February 2023 – Present

Directing the 2024 event for over 1000 projected participants and industry professionals, leading a team of 20 designers and engineers, and handling a \$70k+ annual budget.

Project managing and implementing our tech stack using SQL, React, Kubernetes, Docker, and Google product APIs to build applications that scale to thousands of users.

Organized and managed DubHacks 2023, the largest hackathon in the PNW.

Overseeing DubHacks Next, our startup incubator and entrepreneurship program.

UW Allen School Mobile Intelligence Lab

Research Assistant

January 2024 – Present

Researching optimization techniques for machine learning using Swift, PyTorch, and Onnx with Prof. Shyam Gollakota in the Mobile Intelligence Lab for noise-cancelling applications.

Building an iOS app by optimizing and integrating a system of neural nets that automatically identify characteristic speech traits from target voices in noisy environments and cancel non-target noise in binaural audio.

UW Allen School SAC

Officer

November 2022 – Present

Building faculty-student relationships on the Faculty Interfacing team with data science and student surveys.

Working as a software engineer on a technical project to update the Tribute Wall for the Allen School.

Simulated Immersive eXperiential Realities

Software Engineer Intern

June 2021 – August 2021

Programmed and modeled an interactive VR concept in C# for a client proposal. Demo video on GitHub.

PROJECTS

WikiViz: Wrote an application that visualizes Wikipedia topics as an interactive graph using a depth-first recursive word-prevalence PageRank algorithm. Used Java, JSoup, and JUNG. Demo video on GitHub.

Webserver Search Engine: Built a complete webserver using C and C++ that serves a webpage interface, accepts client search requests, finds relevant documents and webpages in its index, then serves a response over the internet. Wrote a tool to scan files into the server index. Used C, C++, HTTP, TCP/IP, POSIX, Unix/Linux, and DNS protocols.

Sci-Fact LLM: Experimented with several large language model strategies for the OpenBookQA benchmark. Built and fine-tuned a RAG fact-retrieval model that achieved near-human 85% accuracy on the dataset despite limited compute. Used Python, PyTorch, Google Colab, and HuggingFace. Summary paper available on GitHub.

SKILLS & PASSIONS

Languages & Tools: Java, Python, C/C++, Swift, HTML/CSS, TypeScript, JavaScript, React, Node.js, PyTorch, HuggingFace, Git, TCP/ICP, Linux/Unix.

Passions: Machine learning, data science, linear algebra, multivariable and vector calculus, NLP, system design.

Hobbies: Camping/hiking, outdoor conservation, nonprofit management and community engagement, guitar. I love travelling, eating, and organizing big events. Ask me about my favorite tarp shelters!