

## **Bart's Education:**

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February 2026 – AI Engineering Accelerator Program, Outskill

Bart recently received a certificate of completion from Outskill.com's AI Accelerator Program for Engineers in February 2026

This was an intense 14 day bootcamp, designed to equip professionals with practical AI capabilities. Learners mastered AI Agents, frameworks and product development through hands-on application of the world's most advanced tools

Skills Demonstrated: Prompt Engineering, Workflow Automation using n8n, LLM based conversational app, multi-agent AI systems, MCP integration and deployment, multimodal AI and optimization.

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December 2025 – Generative AI Mastermind, Outskill

### **Bart completed the Generative AI Mastermind program**

A 3 Day intensive workshop designed to introduce generative AI tools and techniques. This included AI Fundamentals, an introduction to Diffusion Models, Image and Video Manipulation, Building Custom GPTs and Agentic Workflows, and AI Automations.

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### **Certificate, Full Stack Coding Bootcamp – UC Berkeley Extension, 2019**

*This was a full time three-month coding bootcamp program, designed to teach modern fullstack web development. Topics included React, Node.js, and modern software development practices like scrum, version control and CI/CD pipelines.*

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### **Certificate, iPhone Programming – City College of San Francisco, 2016**

*With a foundation in Java, and learning the basics of Linux, this was a two year program focused on learning app development using Objective C and X-Code for iOS devices.*

*Developed the first version of LightBurst – a fun interactive puzzle game for the iPhone that was published on the App store.*

*This coursework was also accompanied by prerequisite courses for CS majors including Algebra, Advanced Algebra, Trigonometry, Calculus, Calculus 2, Intro to Physics, Physics, and Physics Lab.*

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### **BFA, Computer Graphics – Pratt Institute, Brooklyn, NY**

Winner of the National Talent Search Scholarship in 1988. Bart studied fine art and design at the prestigious school of art and design. The computer graphics degree was the first of its kind offered by a commercial arts program. It was made possible by a large grant by the Ford motor company that donated SGI computers. Bart studied fine arts, commercial design, and computer graphics, including

3D animation. His thesis project included a combination of animation rendered by Alias Wavefront 3D modeling software and custom unix scripting rendered on a network of SGI machines.