

# Boris Dev

## Skill Stack

- **Data:** Building Ground Truth, Prompt Engineering, Evaluation
- **Engineering:** Data modeling, inference server, REST API frameworks
- **Tools:** Pydantic, Pandas, FastAPI, Flask, Django, HTMX, Bootstrap, SageMaker, Docker, Jenkins, Kafka, Grafana, Splunk, Embedding DBs (Weaviate, ElasticSearch), LangSmith, Sklearn, InstructorAI, PyTorch, Langchain

## Education

PhD in Geography, at SDSU and UCSB, 2015. Data science for social science problems.

## Experience

### Nobsmed, 2024, Founder

Built <https://nobsmed.com/> for users to search for biohacking experiences found in clinical studies and Reddit comments.

- ETL of 100,000 studies and 100,000 Reddit comments.
- Customer discovery and user interviews.
- Data science model to parse studies and comments.
- Full stack AI development. (Weaviate and Opensearch, Prompt Engineering)

### AI Engineer consultant at Wolf Games, 2023

- The producer of Law and Order is making a murder mystery game. I designed and built the story generator. I started from the primitive concepts of organizing the narrative plot structure. around a causal DAG.

### AI Engineer consultant at Intuitive Systems, 2023

- NED (Name Entity Disambiguation) of vendor receipts fed into AMD's sales analytic pipeline. Used LangSmith for evaluation.

### AI Engineer consultant at SimpleLegal, 2022-2023

SimpleLegal is a legal billing analytics company.

- launched a previously stuck AI feature to flag invoice billing discrepancies
- trained 8 transformer models for 8 billing flag labels
- redesigned and managed 5 workers on the annotation pipeline of the labels
- built the inference server (SageMaker, PyTorch).

### **Lead Analytic Endpoint Engineer at Sight Machine, 2018-2021**

Sight Machine is a manufacturing analytics company.

- led backend engineering on biggest public facing analytic feature
- coordinated QA process with sales and engineering
- built company's first distributed tracing
- containerized frontend engineering development environment

### **Lead Data Engineer at HiQ Labs, 2015-2018**

HiQ Labs was a people analytics company.

- led the migration from a monolith to a micro-service paradigm
- built the scraping system
- supported data science team

### **Developer at Urban Mapping, 2011-2013**

Urban Mapping provided geospatial analytics to Tableau.

- CI/CD/QA pipeline
- Observability

### **Notable success**

- For a legal ops company, I discovered their training data was wrong and rebuilt their ground truth as a team effort to launch a new language AI billing feature.
- For a gaming startup, I designed and built their murder mystery story generation service, starting from a greenfield design of the primitives.
- For a semiconductor analytics startup, I designed a new computer name disambiguation approach for AMD's sale analytics pipeline.
- For the Langchain open-source library, I contributed an experimental [CPAL Chain](#) - first causal LLM chain. [Tweet by LangChain](#).
- For a people an startup, new microservice paradigm.
- For academics, new location based human inequality metrics in [Assessing Inequality using Geographic Income Distributions](#)
- For several companies, I built observability systems.

### **Papers and code**

- [Language AI Evaluation 101: Know your user](#)
- [Langchain PR: Causal Program-aided Language \(CPAL\)](#)
- [Work papers](#)
- [Academic papers](#)