

# Boris Dev

## Style

- quick prototypes
- tackle ambiguity
- papers

## Tech stack

- **Language AI:** LangChain, AWS Sagemaker & GroundTruth, annotation
- **Data:** Scrapy, Sklearn, Pandas, Geospatial, Numpy, Kafka
- **Engineering:** distributed systems, observability, analytic endpoints

## Job experience

### AI Engineer consultant at Wolf Games, 2023

- murder mystery story composition language primitives and service

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

SimpleLegal is a legal billing analytics company.

- launched a stuck AI feature
- shifting focus from training example quantity to quality
- led offshore annotators, data scientist, and the subject-matter expert
- built SageMaker inference server

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

Sight Machine is a manufacturing analytics company.

- analytic endpoints
- started new checklist process to lock down successful sales demos
- built distributed tracing

### 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

### Developer at Urban Mapping, 2011-2013

Urban Mapping provided geospatial analytics to Tableau.

- CI/CD/QA pipeline
- Observability

## Notable success

- 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 legal ops company, a new language AI billing feature.
- For a people analytics 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.

## Interesting activities

- For my side-project, I am deriving normal forms for clinical studies and murder mysteries.
- For my side-project, Nobsmed.com, I am building a new causal discovery approach to RAG to help ordinary people evaluate their medical treatment options.
- For fun, I climbed Cotopaxi (21,000 ft).
- For fun, I survived bodyboarding Mexpipe.
- For fun, I worked with students in Medellín, Columbia to make [ClusterPy](#).
- For work, I was a kids snowboard instructor at Vail Resorts, CO.
- For work, I was an assistant manager at Gundy's Grill in Vail Resorts, CO.
- For work, I was a counselor for severely emotionally disturbed children at Seneca Institute, CA.

## Papers and code

- [Without cognitive empathy, your language AI performance metrics are meaningless](#)
- [Langchain PR: Causal Program-aided Language \(CPAL\)](#)
- [Work papers](#)
- [Academic papers](#)