


Cyrus Singer

 github.com/brianbob12  linkedin.com/in/cyrus-singer-35b4a5221  japaneserhino@gmail.com  (561) 403-8133

EDUCATION

University of Pennsylvania

May 2025

Jointly pursuing Bachelor of Science and Master of Science in Computer Science

Current GPA: 3.64/4.0

Relevant Courses:

Linear Algebra and Optimisation (graduate level), Internet And Web Systems (graduate level),
Computer Organization and Design (graduate level), Engineering Probability, Computer Operating Systems,
Introduction to Mechanical Design

SKILLS

Languages: JavaScript/TypeScript, Java, Kotlin, Python, C/C++/C#, HTML/CSS, \LaTeX , Unix Shell, Lua, Haskell, x86, RISC-V

Software Tools: MATLAB, GCP(Functions, Metrics, Cloud Run, IAM, Cloud Storage, Load Balancer, Cloud Logging), AWS(EC2, S3, Sagemaker, IAM), Firebase, Docker, Git, Tailwind CSS, Unix Shell, GDB, Selenium

Other tools: Solidworks, PrusaSlicer, Onshape, SystemVerilog

Software Frameworks: React, Node.js, Express.js, JUnit, Jest

Software Libraries: Pytorch, Tensorflow, pandas, NumPy, matplotlib

WORK EXPERIENCE

Technical Lead on Bizzybots Platform | Wharton Behavioral Lab

2022 - Present

- Currently leading development of an LLM-powered chatbot platform used for negotiation research and education
- Manage the five-member development team, set the development schedule, ensure product quality, and direct system design
- Manage QA for the platform, through code standards & reviews, unit testing, integration testing, and UI testing
- Personally handle many full-stack, security, and DevOps tasks

Reference available upon request

Teaching Assistant for Internet and Web Systems (graduate level) | University of Pennsylvania

2024 - Present

- Through Office Hours and an online forum, I help students debug their code and understand the course material
- Mentor two groups through the final project, building a distributed search engine

PERSONAL PROJECTS

RL Experiment | Java, Python, Tensorflow, Deep Q Learning | [source code](#)

2020

- Developed 2D physics environment in Java. The environment was used to train agents to navigate an obstacle course.
- Tested multiple ML techniques to drive the agents. Predominantly used double deep Q learning.
- Achieved some success in training agents to execute precise jumps.

Brittle Object Simulation | Python, GPU optimization, Physics Simulation | [source code](#),

2022

- Developed program that simulated the internal stresses of rigid lattices under arbitrary forces and collisions.
- Simulated each lattice using Newtonian mechanics. Estimated internal bond stresses using gradient descent to fit internal stresses to the lattice's Newtonian motion.
- Optimized the bond estimation algorithm to run in fewer gradient descent iterations.
- Reimplemented the algorithm to run on a GPU, by rewriting the algorithm to use Tensorflow's tensor operations.

Weather Balloon Operating Code & Circuits

Python, Embedded Systems, Serial, USB, PWM, I^2C

Launched in 2019

- Worked with partner to design, build, and launch a high-altitude weather balloon. This project lasted 9 months.
- Was responsible for producing and validating the software and control systems. The software took measurements from onboard sensors, stored and transmitted the compressed data via a satellite link. The control system managed the balloon's altitude, through dropable ballast.
- Designed and built a redundant power system to run for 3 days without power interruption.
- Received the CREST Gold award for the project.